

PLAYSTATION • SATURN • NINTENDO 64 • NEO GEO • 3DO • SNES • VIRTUAL BOY • GENESIS • ARCADE

# GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 4 • ISSUE 4



**GUARDIAN HEROES**  
SEGA'S TREASURE

\$5.95 US • \$6.95 CANADA



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PLUS:  
SF ALPHA 2 • ALIEN TRILOGY • PANZER DRAGON ZWEI  
NIGHT WARRIORS • LOBO • MARIO RPG • HOLLYWOOD SPOT



## COVER STORY

It has no FMV, it's not rendered, and it's not 3-D. We couldn't be happier. A treasure indeed!

GAMEFAN original art by:



TERRY WOLFFINGER



## GUARDIAN HEROES

WHAT'S 2-D, HAND DRAWN,  
AND DAYS LONG?

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# ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: *James Bond*, *Ken Griffey, Jr.*, *Super Mario*. Or even *Darth Vader*. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

**Is it worth the wait?**



**Only if you want the best!**

 **NINTENDO<sup>64</sup>**

**Nintendo**

# EDITORIAL ZONE



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I'd like to take this opportunity to answer the loyal Atari supporters who've been writing us in regards to our less than vast Jag coverage of late. It's true, we came out of the gate smoking, offering Atari a dedicated section and ample editorial support. Early on things looked great. Our Atari rep, Bob Brodie, took great care of us and had a general concern and love for Atari and the games they produce. But when Bob left Atari to spend more time at home, we were left with non-gamer bylaws with little concern for our efforts and a general lack of interest in keeping us abreast. We were open-minded and excited when Atari announced it's re-emergence into the gaming world, and hoped that Atari would attract some high profile third parties with the licenses it takes to become a force in gaming. It looked good for a while, but as was the case many years ago, one thing stood in Atari's way... Atari. The reality of the Saturn and PS spawned a too-little-too-late CD with no support and then, when the Saturn and PS showed up on the scene, just about every developer worth his weight in foam rubber dove at the chance to program for the big boys. Jag development was put on the back burner, and just like that, the curtain fell. There were massive lay-offs at Atari this week, and, although nothing is official, it seems

all but over. While Atari Interactive will begin PC development, the Jag sadly seems but a memory. If you can lay your hands on a Jag CD and copy of Battlemorph you'll not only have a nice game but one heck of a collectors item.

The game industry isn't always a pretty place, and even the best-laid plans often fail. Case(s) in point, Sega's 32X headset and 32X, Nintendo's Philips and Sony CD systems, and NEC's Super 32. I do miss NEC. The Virtual Boy isn't lighting any fires either but I believe it will find its audience granted we find a way to cover it, which we are currently working with Nintendo to do.

Back in Volume 2, Issue 5, I wrote about this very thing. Too many consoles, too few developers. Good systems that, under normal circumstances, would have had a shot, have indeed gone by the wayside.

My prediction for the future? The Nintendo64, Sony PlayStation, Sega Saturn, and Matsushita M2 will reign, leaving no room for competition, and ultimately upgrade again as early as '96, but hopefully not before '99/2000. Wow, 2000. Imagine getting used to writing that on your checks.

P.S. 16-bit's still not dead.





# Save The Soul of Rock and Roll!



## JOHNNY bazookatone

Includes title track featuring  
Richie Sambora and Tico Torres  
from Bon Jovi!

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.  
It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball?  
That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever  
composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! <http://www.anime.net/~johnnyb>

**US GOLD**

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the PlayStation logo are trademarks of Sony Computer  
Entertainment Inc. All rights reserved.



Available on:



# TOP TEN MOST WANTED

## READERS' TOP TEN

1. *Virtua Fighter 2* - Saturn
2. *Diddy's Kong Quest* - SNES
3. *Chrono Trigger* - SNES
4. *Doom* - PS
5. *Killer Instinct* - SNES
6. *Sega Rally* - Saturn
7. *Loaded* - PS
8. *Yoshi's Island* - SNES
9. *Street Fighter Alpha* - Arcade
10. *Warhawk* - PS



## READERS' MOST WANTED

1. *Killer Instinct II* - U64
2. *Super Mario<sup>64</sup>* - U64
3. *Super Mario RPG* - SNES
4. *Final Fantasy VII*
5. *Resident Evil* - PS
6. *Tekken 2* - PS
7. *Zelda<sup>64</sup>* - U64
8. *Mario Kart<sup>64</sup>* - U64
9. *Toshinden 2* - PS
10. *Panzer Dragoon 2* - Saturn



## DEVELOPERS' TOP TEN

This Month's Guest Developer  
**George Weising**  
Player One

1. *Assault Rigs* - PS
2. *SF Alpha* - PS
3. *Toy Story* - Genesis
4. *Wipeout* - PS
5. *Yoshi's Island* - SNES

6. *Vector Man* - Genesis
7. *Destruction Derby* - PS
8. *Virtua Fighter 2* - Saturn
9. *In the Hunt* - PS
10. *Jumping Flash* - PS

## GF EDITORS' TOP TEN

1. *Guardian Heroes* - Saturn
2. *Panzer Dragoon Zwei* - Saturn
3. *Night Warriors* - Saturn
4. *Hollywood Spot* - PS
5. *Super Mario RPG* - SNES



1. *Resident Evil* - PS
2. *Panzer Dragoon Zwei* - Saturn
3. *SF Alpha* - PS
4. *Policenauts* - PS
5. *Night Warriors* - Saturn



1. *Killer Instinct 2* - Arcade
2. *Super Mario RPG* - SNES
3. *SF Alpha* - PS/Saturn
4. *Doom* - PS
5. *Assault Rigs* - PS



6. *Assault Rigs* - PS
7. *RayEarth* - Saturn
8. *Floating Runner* - PS
9. *Genso Suikoden* - PS
10. *Dark Sector* - Saturn

6. *Y's Book 1 & 2* - TG16
7. *Guardian Heroes* - Saturn
8. *Doom* - PS
9. *Tekken 2* - Arcade
10. *Crystallia* - NES

6. *Resident Evil* - PS
7. *Darius Golden* - Saturn
8. *Diddy's Kong Quest* - SNES
9. *Tekken 2* - Arcade
10. *Soul Edge* - Arcade

1. *Genso Suikoden* - PS
2. *Panzer Dragoon Zwei* - Saturn
3. *Resident Evil* - PS
4. *Guardian Heroes* - Saturn
5. *Night Warriors* - Saturn



1. *Super Mario<sup>64</sup>* - U64
2. *Killer Instinct 2* - Arcade
3. *SF Alpha* - PS
4. *Sega Rally* - Saturn
5. *Soul Edge* - Arcade



1. *Resident Evil* - PS
2. *Policenauts* - PS
3. *Panzer Dragoon Zwei* - Saturn
4. *Guardian Heroes* - Saturn
5. *Tales of Phantasia* - SF



6. *Policenauts* - PS
7. *Samurai Shodown 3* - Neo Geo
8. *Devil Summoner* - Saturn
9. *Darius Golden* - Saturn
10. *Allen Trilogy* - PS

6. *Super Mario RPG* - SNES
7. *Doom* - PS
8. *Ridge Racer Revolution* - PS
9. *Diddy's Kong Quest* - SNES
10. *Allen Trilogy* - PS

6. *Ridge Racer Revolution* - PS
7. *Samurai Shodown 3* - Neo Geo
8. *SF Alpha* - PS
9. *Diddy's Kong Quest* - SNES
10. *Snatcher* - PS

## WIN THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5137 Claremont Dr., Suite 210 Agoura Hills, CA 91301

**First Prize:**  
Your choice of a 32X, VIRTUAL BOY, or N64.

**Second Prize:**  
Your choice of one of the Picks of the Month in Viewpoint.

**Third Prize:**  
A FREE year of GameFan!  
The best magazine in the universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self addressed & stamped envelope.

## Congratulations

to last month's winners:  
**First Prize:**  
Jim Pennington, Elyon, IL  
**Second Prize:**  
Sang Kwon, Torrance, CA  
**Third Prize:**  
Joel Ralston, Glendale, CA

# FINAL FANTASY VII

2 CD's for the PlayStation!

I think it's pretty safe to say that Square loves you. They were brave enough to develop *Final Fantasy VII* (*Final Fantasy IV* in the States) on a platform with the only storage medium they felt would do their trademark series justice... CD-ROM... or should I say two CD-ROM's. Originally planned for the Nintendo64 (In all truth, it probably wasn't... look how far along this game obviously is), Square probably made the decision to go with Sony when Nintendo decided upon the cartridge format. There was no venting against Nintendo; Square made a creative business decision: *FFVII* will cost 5,800 Yen (\$58) when it's released in December, *FFVI* cost 11,400 Yen (\$114) a year ago. Nothing has been released as far as storyline, other than that the focal point of the game is the city of Midgar (upper right corner) and three of the many main characters: Cloud, Enis and Bullet. I'll be bringing you many, many updates on this game in the future... for now, we can but gaze upon this polygonal glory.

Enis

Nick Ro

Bullet



名前	Enis
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



Cloud



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



名前	クラウド
職業	Warrior
レベル	1
HP	1540/2500
MP	120/150
EXP	1480/1800
EXP	270/310
EXP	2500/2540
EXP	000/000



Travel With Thy Controller In  
Hood To A Land Where  
Cheaters Prosper...



**First Prize!**  
Receive a free video  
game\* of your  
choice, a GameFan  
t-shirt and a 12-  
month subscription  
to GameFan  
Magazine.

**Grand Prize!**  
Win a  
GameFan  
T-shirt.

Seed in your codes... good, bad, or  
only. We'll look em' over and choose  
one grand prize winner each month.  
Codes cannot come from a previous-  
ly published US magazine. Winners  
will be drawn each month and dis-  
played here in Hocus Focus, the only  
place where cheaters prosper.  
(Cameo subscribers who win a sub-  
will receive a one-year extension.)

\*Any video game featured in our "GameSpot" section.

## CONGRATULATIONS!

To this month's winners:

**First Prize:**

Tom Szkolotczy, Henderson, NV

**Second Prize:**

Joe Kelly, Winchester, VA

**Third Prize:**

Jeremy Greenfield, Cape Coral, FL

**SEND YOUR CARDS AND LETTERS TO:**

Hocus Focus

5137 Claraton Dr. Suite 210  
Agoura Hills, CA 91301

### Ridge Racer Revolution (Sega Saturn) Super Deformer Racing Fun!



Play a perfect game of Gola-  
'88 without wasting a single bul-  
let. You must get a perfect 40.



Now when you enter the car  
select screen, there will be an  
extra eight cars to choose from!



Start a normal game and presto,  
Super Deformer Card.

### Ridge Racer Revolution (Sega Saturn) Extended View, No Mirror, Time Change



To race without the rear  
view mirror, first pause  
the game in driver's  
view, then hit TRI and  
L1 at the same time.



To race with an exten-  
ded view, first pause the  
game behind the car,  
then hit TRI and R1 at  
the same time.



To change the time set-  
tings in the races, you  
must first beat the  
expert class.



Then select "OTHERS."  
Now you can race all  
day...

### Toshinden 2 (Sega Saturn) Play Without Life And Overdrive Motors



During a  
match, pause  
the game.

Now press and  
hold CIR,  
TRI/SQU, X,  
end hit  
"SELECT"  
twice.



Now you can play the game  
without life  
end overdrive  
motors!

### Virtua Cop (Sega Saturn) Gun Select



During this SEGA logo,  
enter the following  
command:  
Hold C, then press UP, DOWN,  
LEFT, RIGHT



Then at this title screen, hold C,  
then press DOWN, UP, RIGHT,  
LEFT, UP, UP, LEFT, RIGHT.  
Now go to the OPTION PLUS  
menu, and turn gun select "ON."



Pause the game and reload your  
gun. Now you can use the  
machine gun and many other  
weapons! Up to 7 different  
weapons!

### Virtua Cop (Sega Saturn) Mirror Mode, Ranking Mode



During the STAGE  
SELECT screen enter:  
SHOT, REDLAD, SHOT,  
SHOT, SHOT, REDLAD,  
RELDAD, SHOT



Now you can play Virtua  
Cop in Mirror Mode!



During this SEGA logo  
enter, Hold C, and press  
UP, DOWN, LEFT, RIGHT



Now you can play the  
ranking mode to see  
how good you really  
are!

**Loaded** (Sony PlayStation)**Ammo and Health**

Pause the game to reveal the Sub-Option Menu. Hold L1 and L2 for 10 seconds...



...for AMMO: press DOWN, RIGHT, CIRCLE, LEFT, RIGHT, CIRCLE or...



...for HEALTH: press RIGHT, RIGHT, LEFT, DOWN, DOWN, TRIANGLE, CIRCLE



Now you can really blast them to pieces!

**1st Place**  
Tom Szkolczay  
Henderson,  
Nevada

**Solar Eclipse** (Sega Saturn)**Various Codes**

Start a game, then Pause. Make sure to input: RIGHT, DOWN, DOWN, LEFT before entering the following codes:



"PRODUCTION LEVEL"  
C, RIGHT, A, Z, Y  
(C-R-A-Z-Y)

"CLOAKING"  
DOWN, RIGHT, A, C,  
UP, LEFT, A



"STAR WARS TRENCH"  
RIGHT, RIGHT, DOWN,  
DOWN (R2D2)

"FADE TO BLACK"  
X, Y, Z, Z, Y



"INVINCIBILITY"  
B, UP, LEFT, LEFT, Y  
(you figure the rest out)

"FULL WEAPON AND  
SHIELDS"  
A, LEFT, LEFT

**2nd Place**  
Joe Kelly  
Winchester,  
Virginia

"HOUSE HUNT"  
Y, A, RIGHT, DOWN

"9 LIVES"  
B, UP, DOWN, DOWN, Y

**Diddy's Kong Quest** (Super Nintendo)**Music Test, Cheat Mode**

Start a new game. Go to the "2 PLAYER CONTEST" mode and press down 5 times.



From the "MUSIC TEST," press down 5 times to enable "CHEAT MODE."



While in "CHEAT MODE," enter: Y, A, SELECT, A, DOWN, LEFT, A, DOWN. You will hear a chime and a monkey giggle if done correctly.

**3rd Place**  
Jeremy Greenfield  
Cape Coral,  
Florida

**THE PEOPLE ABOVE ARE THIS MONTH'S WINNERS!**  
**CONGRATULATIONS! AND KEEP SENDING THOSE TRICKS IN!**  
**YOU JUST MIGHT WIN A SPOT IN GAMEFAN'S SUPER HOCUS POCUS SPREAD!**

**Darius Golden** (Sega Saturn)**Abnormal Level, Extra Credits, Rapid Fire**

All codes are entered in this menu screen.



"CREDITS"  
X, A, LEFT SHIFT, RIGHT SHIFT,  
then, while holding LEFT SHIFT,  
press X, C, Z, A



"RAPID FIRE"  
While holding X, press Z, C,  
LEFT SHIFT, B, LEFT,  
RIGHT SHIFT, LEFT SHIFT



"ABNORMAL LEVEL"  
While holding X, press Z, C,  
LEFT SHIFT, B, LEFT, RIGHT  
SHIFT, LEFT SHIFT

## Sega Rally (Sega Saturn)



Move the cursor in the title screen to **TIME ATTACK**.



Then press X, Y, Z, Y, X. Now you should see the Lancia Stratos car.



At the Title Screen, move the cursor to **TIME ATTACK**, and press X and Y at the same time.



You should see another track called "**LAKE SIDE**."

Yohan Yoon  
Boston,  
MA

Brian K.  
Ritchie  
Levittown,  
PA

## Street Fighter Alpha (Sony PlayStation)

## Use Akuma, Dan, and M. Bison, Team Mode



Go to the "?" during Arcade, Versus, or Training mode. Press and hold L2, and then...



...for "AKUMA," press BACK 3X, DOWN 3X, and press either SQU & TRI, or X and CIR, or...



...for "BISON," press BACK 2X, DOWN 2X, BACK, DOWN 2X, then press SQU and TRI, or X and CIR, or...



...for "DAN," press TRI, SQU, X, CIR, TRI or TRI, CIR, X, SQU, TRI



"TEAM MODE"  
Beat the game on LEVEL 5 or higher, and this option should appear in the BATTLE SELECT screen.

### DDDM - PS

#### (CHEAT MODES)

Done while game is PAUSED  
**God Mode:** DOWN, L2, SQU, R1, RIGHT, L1, LEFT, CIR.  
**Lots of Goodies:** X, TRI, L1, UP, DOWN, R2, LEFT, LEFT.  
**Map Cheat:** TRI, TRI, L2, R2, L2, R2, R1, CIR.  
**Auto Map:** TRI, TRI, L2, R2, L2, R2, R1, SQU.  
**Transparent Walls:** L1, R2, L2, R1, RIGHT, TRI, X, RIGHT.  
**Level Warp:** RIGHT, LEFT, R2, R1, TRI, L1, CIR, X.  
Kvin Karpinsky  
Westland, MI

### ASSAULT RIGS - PS

#### (CODES FOR EVERY LEVEL!)

1.) CIR, CIR, CIR, CIR, CIR, CIR  
2.) SQU, X, SQU, X, TRI, SQU  
3.) TRI, SQU, SQU, CIR, CIR, TRI  
4.) TRI, SQU, TRI, TRI, CIR, TRI  
5.) SQU, TRI, TRI, TRI, X, TRI  
6.) TRI, SQU, CIR, CIR, X, SQU  
7.) X, SQU, SQU, SQU, CIR,

TRI  
8.) TRI, SQU, X, SQU, TRI, TRI  
9.) SQU, TRI, SQU, X, TRI, X  
10.) TRI, TRI, CIR, SQU, X, SQU  
11.) TRI, TRI, X, TRI, CIR, SQU  
12.) CIR, SQU, TRI, TRI, TRI, CIR  
13.) TRI, SQU, CIR, X, TRI, SQU  
14.) TRI, TRI, X, SQU, SQU, X  
15.) CIR, X, TRI, TRI, TRI, TRI  
16.) CIR, SQU, CIR, CIR, CIR, SQU  
17.) TRI, TRI, TRI, CIR, TRI, SQU  
18.) SQU, CIR, SQU, X, SQU, TRI  
19.) X, X, SQU, X, SQU, TRI  
20.) X, SQU, X, TRI, TRI, SQU  
21.) TRI, SQU, TRI, SQU, TRI, TRI  
22.) SQU, SQU, TRI, CIR, SQU, TRI  
23.) CIR, X, X, X, X, TRI  
24.) TRI, SQU, SQU, TRI, TRI

25.) TRI, CIR, TRI, TRI, CIR, SQU  
26.) SQU, CIR, CIR, X, CIR, X  
27.) X, CIR, SQU, TRI, TRI, SQU  
28.) SQU, CIR, SQU, SQU, SQU, SQU  
29.) TRI, SQU, CIR, X, CIR, CIR  
30.) SQU, CIR, X, CIR, X, TRI  
31.) CIR, SQU, X, TRI, CIR, TRI  
32.) TRI, SQU, X, CIR, SQU, X  
33.) X, X, TRI, X, X, SQU  
34.) X, CIR, SQU, CIR, CIR, SQU  
35.) CIR, TRI, X, TRI, X, TRI  
36.) X, TRI, TRI, X, X, SQU  
37.) X, TRI, TRI, X, TRI, SQU  
38.) SQU, TRI, SQU, TRI, SQU, X  
39.) SQU, X, TRI, X, X, TRI  
40.) TRI, X, TRI, CIR, SQU, X  
41.) CIR, X, TRI, CIR, TRI, SQU

### MORTAL KOMBAT 3 - PS

#### (KOMBAT CODES)

Slowly recover energy  
975310  
Super endurance  
024689  
No specials & energy recover  
049404  
Disable combos  
727272  
Hyper run jumps  
321789  
No special moves  
555556  
First player do 1/2 damage  
390000  
Second player do 1/2 damage  
000390  
Both players do 1/2 damage  
390390  
Joshua Levy  
San Antonio, TX

### GEX - PS

(VARIOUS CODES)  
First PAUSE the game and then press and hold R1, then press the following:

Infinite Lives - UP, CIR, TRI, DOWN, RIGHT, SQU, DOWN  
Invincibility - X, SQU, DOWN, DOWN, UP, DOWN, RIGHT  
Electricity - RIGHT, LEFT, RIGHT, CIR, TRI, RIGHT, CIR, DOWN, RIGHT  
Speed - DOWN, START, RIGHT, RIGHT, DOWN, UP, START  
Ice - CIR, CIR, LEFT, DOWN, CIR, UP, RIGHT  
Fire - X, UP, RIGHT, UP, RIGHT, RIGHT  
Super Jump - X, CIR, UP, UP, DOWN, RIGHT, RIGHT  
Bryan Worrell  
Woodbridge, VA

### BATMAN FOREVER -

#### SEGA GENESIS (LEVEL SELECT, OTHER OPTIONS)

At the Batman Forever title screen, press LEFT, UP, LEFT, LEFT, A THEN B.  
Avery J. Brown  
N. Charleston, SC

They say the last thing you see before you die  
is a blinding flash of light.

**But Hey, You're A Mercenary. You're Used To This Stuff.**

You've joined Da Wardens. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battle tank. Sure, war is hell. But at least you're kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William "Bar None" Floyd.

# SHELLSHOCK



Control the mighty M-13 Predator Battle tank across 28 unique and intense terrains in real-time, first person.



25 count, objective missions in the most politically volatile regions in the world!



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## Super Mario World 2.®



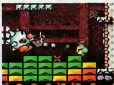
**Mario's back in his biggest adventure yet.**

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

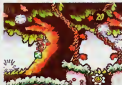
Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen (cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.





## This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...



This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



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SKID



E. STORM NICK ROX



K. LEE



ORION



MR. GOO



TAKUHI



WAKA



GUARDIAN HEROES

**GUARDIAN HEROES  
 GAME OF THE MONTH!**



**ALIEN TRILOGY  
 PLAYSTATION  
 ACCLAIM + CD  
 3-D ADVENTURE**

Alien Trilogy has something that no other science fiction game has... Aliens. I'm a die-hard sci-fi fan, and Aliens' enemies are some of the most terrifying beasts in all of cinema. To say the least, they motivate this beautifully brutal struggle. Also, smooth 3-D adventure with all of the threatening atmosphere they need to create. The sound of the motion leader, symphonic tunes, light bouncing, and 3-D graphics far beyond those made. Alien Trilogy is my top choice in the 3-D corridor category. This is Probe's best game. Plenty for loggers... who cares?

**G C P M O 95**

Alien Trilogy has great music, cool intermissions, flawless scenery and excellent fighting effects, but suffers a bit in the play mechanics department. Still, Aliens experience more than this high-suspense title, and on those grounds I can heartily recommend it. Just redraw the face-huggers next time, 'key? Those pixels are more scary than anything that actually happens in the game...

**G C P M O 87**

With one of the best clearest I've ever seen, Alien Trilogy stands out great. And I was actually buying a decent time player, and suddenly a huge play ally even covered the screen. After watching my eyes roll back for a second or two, I would rate the video along at a five huggers. What's this? Gah! Nasty pixel! Honestly though, this only impresses me as a whole. The game, for the most part, is extremely fun. The characters are dark and disturbing, the aliens are fun to kill, and the background music is excellent. I still can't get over the fact that Probe made this...

**G C P M O 87**



**KING'S FIELD  
 PLAYSTATION  
 ASCII + CD  
 ACTION/RPG**

One of the best 100% polygonal games, and a true 3-D RPG, King's Field (reducing King's Field 2, I was a day in a very puzzling, mysterious and totally addictive experience. I still think the attack mechanism needs some work, but otherwise, I can think of no reason not to run out and get purchase the game. It might as well be a similar game make you all warm and fuzzy. King's Field will rock your world.

**G C P M O 85**

It's been a while since I last played King's Field, but it's just as much fun 6 years later, and in English. The game still has the same problems the Japanese version had (most prominently, it's incredibly difficult when you begin playing), but if you can get into it, it'll repay you with a long quest, breath-taking scenery, and a pretty cool storyline.

**G C P M O 86**

It was a long time coming, but we PlayStation owners finally have an RPG to play that's the next best thing to Final Fantasy. I enjoyed the Alien (Underworld) still person perspective, and the long quest, but the fighting was a pain for the first few hours. The game starts off very slow, but once you get the long range weapons (like a crossbow) and begin using more jabs, King's Field becomes quite fun. I just hope this gives more Japanese companies the idea to bring their RPG's here. (Caugh! Kasein! Caugh! Grrrr!)...

**G C P M O 85**



**FLOATING RUNNER  
 PLAYSTATION  
 T-HQ + CD  
 3-D ACTION/PLAT.**

Floating Runner, King's little-known and under hyped 3-D platformer has been wisely acquired by T-HQ. Floating Runner is beyond a shadow of a doubt, the first true 3-D action platformer, including a sense of depth that is totally unique and 100% new joy to play. The tilted poly's mix with the 1-mapped, and the game is long on both replayability, and fun. Do not let it fly by.

**G C P M O 90**

Floating Runner is the first 3-D platformer game that actually sets and plays like a platform game. You have your difficult jumps, multiple enemies, but don't expect, and that addictive "platform feeling," all in 3-D. The music was great, the characters were cool, and... well... the game is just a blast to play. But the best part is, thanks to T-HQ (good job, guys!), we'll see this cool game in America very soon.

**G C P M O 93**

Once you recover from the shock of seeing simplistic, polygonal graphics, you'll discover the joys of long level, somewhat long, and spiraling platforms (just don't let you'll hate yourself), and generally awesome gameplay. Inhibit control, but don't let time run out, or it's game over. Though it's a bit too easy at first, Floating Runner gets much tougher, and will keep you (unless) and shoots' far a long while. Platform fans, don't miss this one, they're rare on PS1. (Someone get Nerme a plane ticket statstest!)...

**G C P M O 88**



**GUARDIAN HEROES  
 SATURN  
 SEGA + CD  
 FTG/ACT/RPG**

It's Treasure, it's action adventure, and it's unlike anything I've played before. GIt is a melting pot of games including fighting, role playing, action, and to a degree, strategy. To play the game twice, and see it do the same thing is to play it dozens of times. Treasure has blended the swordstick so well with the game that you actually find a part of it, and the new characters... genius. All right, and the best hand-drawn graphics on the Saturn, equals near perfection. A must own game!

**G C P M O 98**

At first you'll be, hopefully lost in the on-screen chaos, but once you accept that it's an essential part of the Guardian Heroes experience, this game becomes a blast to play. The characters are very cool (Ghouls especially), and the multiple paths offer plenty of replay value. Two complaints: You should be able to test forward the text, and the endings are a little short. But those are minor bitties compared to how quickly I had them on-line. For you to watch.

**G C P M O 93**

With the perfect blend of side-scrolling action and RPG elements, Treasure has once again made an incredible game. In fact, this might be their last effort, yet. The Anno sprinks, excellent levels of puzzles, and an absolutely accurate of enemies on screen at once (with almost no slowdown) really blow me away. And when you add in the hidden characters, the 6 player vs. mode, and the fact you can play best the game a bunch of times without losing every last, Guardian Heroes is a must own game. (Someone get Nerme a plane ticket statstest!)...

**G C P M O 97**



**NIGHT WARRIORS  
 SATURN  
 CAPCOM + CD  
 FIGHTING**

In my opinion, C-pcom's best fighter outside of Alpha 2. Night Warriors is as close to a perfection as I could have hoped for. Unlike X-Men, almost all of the characters have made the trip to console along with identical sound and gameplay. I was hoping for an optional arranged soundtrack like SFA, but hey, you can't have everything... or can you? I still want it.

**G C P M O 95**

Not only is this a better transition to a X-Men, but it was actually a great game to begin with. 12 awesome characters, beautiful backgrounds, great play mechanics, and finger-tweedy Saturn ped control. I wish they had a bit more round-effect, though, and that straight-line-arcade music really hurts. Other than that, this is my favorite 2-D fighter on the Saturn (so, I haven't forgotten about Alpha...).

**G C P M O 91**

What about experiencing the pain of the X-Men? Well, it's a great game to begin with. I was hoping for an optional arranged soundtrack like SFA, but hey, you can't have everything... or can you? I still want it.

**G C P M O 90**

OK, here's a quick look to see if you'd like *Down for 300*. Play any version of *Down*, and blink real fast. Kinds hard to blink when you're going out. Because that's the game's very fun, sky? Well, it's easily what the 300 version looks like in motion. Of course, you could always shrink the screen size to make the frame rate, but I don't think any of us would enjoy playing *Down* as a postage-stamp sized window. Sadly, the SNES version is starting to look real good...

G C P M O 50

*Down* did kick start an entire genre but by today's standards, even a perfect version would be a mediocre experience. The 300 version doesn't even come close to that. You can't fault the hardware here, this is just a widely held tradition. Shrink the hyper letters down to Game Gear size and you've almost got the Jap version, the soundtrack is cool and don't shoot it. It is not a good song for song but deserving this. Honestly buy it for a Virtual boy version... Please...

G C P M O 50

This is the worst version of *Down* I have ever played. Pitiful graphics, non-existent play controls, a hyper-slow frame rate, boring music, and boring 16-bit soundtrack. Awful. I wish this shameful game. It's such a shame that a title so respected as *Down* is tarnished by this Incredible PC translation. If you own a 300 and want to play it first person shooter, save your money for the enhanced version and buy PC or Amiga. Then instead, you'll thank me later.

G C P M O 49

**DOOM**  
300  
ART DATA • CD  
3-D ADVENTURE

It one he said in all beauty that *Policenauts* has one of the best game storylines ever. Of course, (a person whose entire grasp of the Japanese language comes from three whole weeks of class) and a lot of help from Mark New questioning the infatuated plot. I can only dream of seeing this "sequel" to *Seoulbair* in English if I want to play it again so fast, but thanks to Konami's sports fever, the chances of seeing game like this (or *Geno*) here in the states is about nil.

G C P M O 94

Ah, Konami. They know how to tell a story. And like in *Geno*, *Policenauts* doesn't need its flashy FMV and great soundtrack to make it a great game... it has substance. The shooting feels nice, pretty cool (not a mouse), but this game is still just a digital comic, and is really a one time only ride. Still, well worth the price of admission... if you know Japanese. I won't even bother to beg Konami to bring it out here... What's the point? (sigh...)

G C P M O 92

One thing, I agree, it's a shame that it is here, but yes, here the gods of Konami. I truly thought adventure games could get no better than *Seoulbair*, the best of storyline and gameplay, at least... and they were wrong. The big K has outdone themselves in everything from the beyond beautiful view to the professional and really shines. And the story, well, I don't even go there it's so good, we shall WANT to far hear of making it for you. If Konami doesn't list a help in their sports notes, please to release this here, they're SHAPED.

G C P M O 100

**GENO 32**

**POLICENAUTS**  
PLAYSTATION  
KONAMI • CD  
DIGITAL COMIC

Can this be it? If a real Konami game without looks (graphics, effects, and so on), and so on? Why not? *Geno Suikoden* is the best of the best I've yet played on a 32-bit console. Konami's new system is a genius design, both mechanically and graphically, the story's deep and you're the underdog hero, but it's all you don't get in a right away. This makes YOU TRAVEL! With the new Konami fully into the sports scene, it will be a great game if it's ever come out here, too. Konami!

G C P M O 90

I've been writing for in RPG like this for a year. Why can no other companies make a game important to good storylines and characters too? Not since *Lancer 2* have I heard about my party members so much as I like about my characters in *Geno*. I'm sure *FF7* will be spectacular, but *Geno* gets the gold in the first great 32-bit RPG on any system. And not even get me started about the music... I could talk all night.

G C P M O 97

Well, what can I say except "Konami Loves You!" All first place! I've heard that *Geno* is a fancy worded word, "effects" and its great 16-bit art, but the incredibly artistic storyline and gorgeous little scenes, not to mention 100 party members, three light systems, and some of Konami's finest music to draw me right back in. An absolute must for RPG fans. It is a shame the best 32-bit RPG yet, and another game Konami must be thankful for if they don't bring it out.

G C P M O 90

**GENO 32**

**GENSO SUIKODEN**  
PLAYSTATION  
KONAMI • CD  
RPG

*Sidewinder* looks, feels, and sounds just like a true flight simulator, until you get close to the ground. This kind of control is so unachievable, any sense of flight was totally lost for me. Why? What possible reason could Konami have for running a potentially out-of-control game by doing this. Its pop-up, looks terrific, but this game makes the name playable, but I'll just hold off until something's more realistic comes along.

G C P M O 70

*Sidewinder* comes really close to being amazing, but then crashes and burns big time. Why even bother making a realistic looking, but very expensive flight sim when you can easily make it go 16 miles per hour? This game is one gigantic school crossing zone, impressive looking, but fundamentally negative and not much fun, this is *Age Combat* all over again. I'll miss *Warhawk*, thanks.

G C P M O 58

Finally! A new and refreshing flight sim! Although *SOW* has its good and bads (though how the good ones are so strong as to be winning by 40, the overall feeling of no pop-up, and crisp, clean polygons give it a definite "thumbs-up" on my simulator list. The controls are fairly easy to get used to, and the missions are really intense! A must buy above *Age Combat*, and definitely the most amazing flight sim yet. Hey! You can even look-up with another year and what have right outta the sky! I like it!

G C P M O 89

**GENO 32**

**SIDEWINDER**  
PLAYSTATION  
ASMICK • CD  
FLIGHT SIMULATION

OK, an overhyped shooter with some silly polygon visual effects... Sound good? Well, for some reason I don't like it. I'm sure it must have had some thing to do with the lack of any challenge, annoyingly repetitive music, or (besides the scenery used) polygons the graphics looking very 16-bit. Not only that, *Stahlfeder* was just being to play... First look-Zio Kiba, now this, what's with the... on the PlayStation lately?

G C P M O 60

God, this game is boring. If this game didn't have its 5 or 6 polygons, no one would want to play it twice, but instead it gets this unimpressive music that is just a bunch of 2-D and 3-D shooting. The regular game is pretty much a joke, and really, so are the polygons. This would be impressive if it were, say, an 8-bit game, and even *Striker* honestly expect to impress anyone who's ever played *Policenauts* (which it isn't an *Amiga* game)...

G C P M O 38

Ouch! I don't even want to GO here. While I can't say *Stahlfeder* is as bad as *Zio-Zio Kiba* (it almost is), I can say this: 30-minute long shoot-out with fancy eye sweet-scented basses and terrible music. This game is 30 not worth your time, and many, it's nearly indescribable. If you must have a PS shooter, go for *Policenauts* instead...

G C P M O 55

**GENO 32**

**STAHLFEDER**  
PLAYSTATION  
SANTOS • CD  
SHOOTER

Although I'll probably be niced by the rest of the GF staff, I actually enjoyed *Minko*. Sure, it didn't have any chain combos, smooth transitions, or top-notch graphics, but the almost every other light show is cute, but it does promise something as one also can't be a *Travis* or *Snake*. *Seoulbair* is a pretty good game, and need something a little more light-hearted; that's where *Minko* comes in. And although it can't hold a candle to any major fighters, it's still a fun game to play. *Minko* and *Wario*.

G C P M O 79

I get the feeling that this would have been a really awesome game if it actually cared about the series, but *Minko*? Who really cares? The backgrounds are impressive by themselves, as are the character animations, but they don't really work well together. The control's fun and all, but you know, it's *Minko*. You'd really have to be a fan of the show to truly appreciate it.

G C P M O 72

The coolest thing about *Minko* in its hyper Japanese novelty. While it does have impressive textures mapped polygon playfields (all relate during battle) on the serious side, it also has big comic-style cut-scenes. I'll Minko is a really character who I'm told is quite the devil in the anime series from which this is derived. Turn to page 65 for even more treachery behavior. The game plays like a standard fighter, albeit a tad slow and pseudo-3-D. Overall, an enjoyable non-enthusiast fighter.

G C P M O 70

**GENO 32**

**NINKU SATURN**  
SEGA • CD  
FIGHTING

# CAMEFAN: UP TO THE MINUTE

## THIS JUST IN! VIRTUA FIGHTER 3 DEBUTS AT THE AOU!

Literally as we were scraping the last bits of info into "Up To The Minute," we got a call from Kei, who's in Japan attending the AOU show. According to Kei the game looks like the renders from the portrait collection! Not only are they totally smooth with no visible jagged edges, but their eyes move independently, as the camera sweeps! Fighting Sonic and VF Kids are the other two big attractions. Of course we'll have a complete report, along with shots, next month in Japan Now. Stay tuned!

### • RayStorm

RayStorm is the sequel to Taito's '94 shooter RayForce/Layer. "Sometimes there are problems in the adult world you just have to deal with!" Section/Galactic Attack. The innovative lock-on laser is back, and this time everything's constructed out of polygons, and the gameplay is in a new "half top-view" perspective. Looks cool!



### • Tokyo Wars

Tokyo Wars is a four-player "survival tank shooting game" set in Tokyo of the future. Maneuver your tank through huge city maps, hunting down your opponent. Sega and Namco are coming up with some cool competitive games of late.

### • Gunblade NY

Namco and Sega always seem to come up with the same concept independently of each other; this is true of Tokyo Wars and Gunblade NY. Shooting games in capital cities! Wow. Lovin'.



### • Dead or Alive

"I'm...," you may be thinking. "This looks pretty familiar." It should... this game runs on Sega's Model 2, but it's not by Sega! This is Techno's Dead or Alive, the first four-party Model 2 game. More shocking news... there's a female character who looks like the shooter in "Gunblade NY" and is in a similar pose.



### • Virtua Fighter Kids

Ah! Some real campy shots of Virtua Fighter Kids. Much later on in this issue, you'll be seeing some image renders of this game in Japan Now. Ignore those. As you can see, VFK has no characters like Fighting Vipers and uh... big heads. My personal guess as to the Virtua Fighter Kids' as-yet-unannounced hardware is the Saturn-based NT-V. There is much overlap and what looks to be similar backgrounds. We'll have more as it develops.



### • New Namco System II Games

On the upper left is Dunk Mania, and the rest are Xevious3. Dunk Mania is a blazing new basketball game with multiple motion-captured characters and... well... Xevious3 is a remake of the classic 1982 shooter Xevious, but constructed entirely of polygons. Luckily, these two games weren't all Namco was showing at the AOU... Ouch.



### • Arc the Lad II

Arc the Lad's much-lauded sequel to last year's Arc the Lad II is now done, and is on the way to a long release. It has three times as many battles as the first and four times as many CG movies. Your original party of seven will now be joined by a new hero. Etc. and heroes. Look.



## Probing the Globe

Dateline Croyden, just outside of London. While visiting Probe's HQ, Jay Puryear, now a frequent flier, got a behind-the-scenes look at the making of *Die Hard Trilogy*, featured on page 28. The *DHT* team at Probe actually traveled to the Big Apple and filmed parks, buildings, lightposts, and other similar NY fare (while dodging gunfire and windshield washers no doubt). In case as the actual textures in the game! We'll have the whole story on this and more hot Probe surprises, next month.



## Blazing Dragons

Crystal Dynamics' *Blazing Dragons* for the Saturn really has a good shot at becoming the best animated point-and-clicker in gaming history. Featuring voices from the likes of comedian Harry Shearer, Chuck Martin, of *Church and Chung* fame, and Jessica Hahn, of *Howard Stern* fame, this one's got big fun written all over it. Though not overjoyed about this category I must admit, when these adventures are done this well, they are truly gotta happenin'. I'll be playin' this one. Is *Blazing Dragons* up to the challenge posed by *Discworld* and *Brain Dead 137*? Find out next month.



## Overkill

Finally! It's been nearly a full year since we've seen anything new on Konami's ultimate isometric PlayStation name, *Overkill*. As you can see, not only is *Overkill* not for the faint of heart, but it exhibits that classic Konami look reminiscent of some of the best games of both the 8 and 16-bit eras. The action category, in my eyes, will always be where Konami belongs. I cannot stress to you how happy I am to see this game. I only pray that *Castlevania* is close behind. We should have more on *Overkill* next month.



# ALIEN TRILOGY

Finally! It seems I've been waiting for *Alien Trilogy* almost as long as I've been waiting for a decent sequel to *Alien...* But as *Alien Trilogy* is one of those rare titles for which Acclaim tells their developer, "Take as much time as you need," I'm certainly not going to complain about the delay. Probe put a lot of effort into this one, and the results speak for themselves: *Alien Trilogy* is one of the best movie-to-game translations to date.

But is it another *Doom* clone? Yes, I'm afraid so. Though Probe tried pretty hard to differentiate *Alien Trilogy* from the current glut of *Doom*-inspired action titles, there's really nothing too new or innovative here. But what is here is, for the most part, done right.

All 3 movies are represented in *Alien Trilogy*, with each one being the basis for a 12-level section. (Obviously, they're only loosely based on the films... I guess they figured that the *Alien* and *Alien 3* games wouldn't be quite so much fun if they each had a total of only one enemy.) This is probably the coolest part of the game... Though the play mechanics remain basically the same, there's always lots of cool new backgrounds and a few new enemies to look forward to when you begin a new section. The games are all linked together by a few minutes of excellently done, very high-budget computer-rendered FMV.

The game mechanics are very *Doom*... Explore large areas, pick up guns, shoot enemies, look for the exit, etc. But while the theme's the same, *Alien Trilogy* has an atmosphere all its own. The game's very dark, and full of metallic colors, all of which light up for the briefest of moments when you fire a weapon. There's a ton of different wall, floor, and ceiling textures, and this game's artists have mastered the art of using cold, dim lighting to cover anything with a spooky antiseptic glow. Each level has quite a few different areas, too, so while you may spend most of the time in dark linking tunnels, you'll find many well-lit and impressive

looking hospitals, control rooms, locker rooms, rec rooms, and even swimming pools. You'll find plenty of furniture in these rooms, too, from cots to desks to cold-sleep pods. The degree to which you can interact with these items is impressive: You can blow open lockers, break windows, and even open up the cold-sleep pods.

Complimenting the creepy mood of the game's locations is the music... Full movie soundtrack style that sneaks into the game in a quiet, ambient sort of way, and then twists into a sort of panicked intensity when the action gets more intense. Beautiful stuff, and it's well complimented by decently sloshy, squishy, alien sound effects.

Another big addition is the variety of different mission objectives. Each game's storyline sort of flows, from reconnaissance missions in the early parts to destroying (or fixing) specific targets in the later parts, and then to taking out a boss. Mission objectives include everything from destroying specific enemy specimens to collecting the ID tags of dead comrades. There's definitely a good deal of variety here.

But I do have some big complaints with *Alien Trilogy*. The enemies aren't as well done as they could have been... They pixelate close up, to an especially embarrassing degree in the case of the face huggers. Even worse, they're very lacking in the AI department. Infected marines just stand there and shoot you, as you shoot them. The bosses are particularly easy: Just maneuver them into a corner, and then unload your assault rifle, leaving them virtually paralyzed.

Worst of all is the hit tracking. Like *Doom*, you can't look up or down, so when an enemy is on a plane above or below you, you have to leave it up to the computer to know which direction you're trying to shoot. But it really sucks at this, so the whole strategy of trying to catch enemies unaware by blowing them away from a higher platform or through a window is gone. The sad thing is that sometimes they can shoot up at you, even when you can't do the same to them.

While *Alien Trilogy* doesn't really succeed in being a better *Doom* than *Doom*, it does do something very few licensed games can claim to do: it makes you feel like you're actually existing in the world on which it's based. And that really is a rare and remarkable feat. So even though the programmers missed a few key points when designing the play mechanics, the artists and musicians captured the feel of the films so well that I can wholeheartedly recommend *Alien Trilogy* to *Alien* fans. -Takuhl



DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



**TAKUHI**

Truly an authentic *Alien* experience. Work on that hit tracking, though...





# levels from ALIENS



A couple of new twists on the *Doom* concept: There are obstacles, such as the steam vents, that must be avoided, and you have to use specific weapons to destroy specific obstacles, so be careful and don't completely drain any one weapon just on enemies.



# levels from ALIEN 3



You can interact with just about any obstacle you come across in *Alien Trilogy*. You can open the cold-sleep pods to find the ID tags of alien victims (or, if you're not so lucky, the chest bursters who killed them), break windows and lattice walls for easy shortcuts, and blow away lockers and curtains to look for hidden items.





levels from  
**ALIEN**





# TOKYO HIGHWAY BATTLE

## 首都高バトル



**P**  
PREVIEW



DEVELOPER - JALECO

PUBLISHER - JALECO

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - N/A

AVAILABLE - JUNE



Here's a look at Jaleco's new (and first next-gen) 3-D racing game, *Tokyo Highway Battle*. At this point the game is quite early, and therefore still a little rough around the edges. Even so, *THB* has potential.

Let's start with the graphics. It's obvious that Jaleco has taken the *Ridge Racer* approach to the game graphics. Like *RR*, *Tokyo Highway Battle*'s pre-race set-up screens consist of 3 rotating, flat-shaded polygon track layouts and multiple large rotating texture-mapped polygon cars. Out on the track, the *deja vu*'s continue. Imagine a game that combines the graphical look of *Ridge Racer* and *Ridge Racer Revolution*, the sweeping turns and elevation changes of *Rave Racer* (Namco's arcade sequel to *Ridge Racer 2*), and you'll get a feel for what *Tokyo Highway Battle* is about.

As its title states, the 3 tracks in *Tokyo Highway Battle* are taken from (surprise) actual streets and highways in Tokyo, Japan. Skyscrapers and billboards line the sides of each track and, unlike the race cars in *RR*, buses, 18 wheelers, sedans and other real-world vehicles populate the streets.

For a yet un-completed game, *THB* features a surprising amount of retinement in the areas of car control and response. So, to say the very least, *THB* is going to play very well. Power slides play a big part in the gameplay.

Jaleco may have a hit on their hands with *THB*. As it stands, the control is in tighting condition, the visuals are good, the 3-D scaling is decent, and the tracks are diverse and realistic. We'll keep a close eye on *Tokyo Highway Battle*. K. Lee



**K. LEE**  
THIS IS JUST WHAT I  
WANTED TO SEE!



# R REVIEW

PlayStation

DEVELOPER - XING

PUBLISHER - T-HQ

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE NOW JAPAN - TBA U.S.

# Floating Runner 7の水晶の物語

T-HQ has an impressive lineup of PS games headed our way, the most exciting of which is the recent import release, *Floating Runner*, by XING. What's exciting about *Floating Runner* is that it's the first true 3-D platformer to surface on a 32-bit home console. I know, it was supposed to be *Jumping Flash*, right? Well, not quite. While *Jumping Flash* did exude supreme platformness, it was all harnessed within a floating island structure. *Floating Runner's* levels are spread out over a vast area, moving forward, left and right, and up and down, via floating platforms. With ten areas to complete and two stages in each, *FR* is not only supremely entertaining, but long as well. The gameplay is not only finely tuned and easy fun but

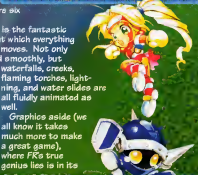
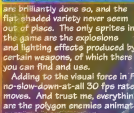


INTENSE 3-D PLATFORM GAMING FOR YOUR  
PLAYSTATION... FROM T-HQ?



Thankfully, ain't all that easy. So on with the review!

As anyone with two eyes can see, *Floating Runner* is comprised completely of polygons, both texture-mapped and flat shaded. One may ask why the flat shaded variety are present at all, but once you're playing you see why. Any added complexity to the graphics would have created a bit of a mess, as this game is vastly multi-tiered. The areas that are textured



non-linear gameplay. You'll often find yourself a hundred or so feet over (or under) a given playfield. A great example of this can be seen on the last





rable gameplay elements are the many hovering platforms, lengthy water slides you must zip down and hurl off, and the all around feeling of height you get as you negotiate up winding paths.

To say the very least, *Floating Runner's* 3-D platform gameplay is among the best yet exhibited on any next-gen platform. Another key element (or non-element in this case) is *Floating Runner's* lack of an on-screen map. You'll actually get lost in many of the huge levels.

This ties in directly with actually finishing the game, because you can die and continue an unlimited number of times,



losing only weapon power, but run out of time and it's game over, man. Thankfully, the designers have allotted plenty of time to complete each area once you know where to go. There are two camera angles in *FR* which you can toggle on the fly: one overhead, and one slightly behind. The overhead cam allows you to peek over





ledges to platforms below, otherwise you'll want to stick to the behind the player view. The only negative comment I can give, besides a couple of mundane tunes among a great sound-track, is the lack of a guardian for each area.

Seeing the awesome last boss left me wishing they'd have created more. But hey, maybe in the sequel. This game definitely deserves one. Add Floating Runner to your PS5 stash and file it under 3-D polygonal replayable joy. -E Storm







# DIE HARD TRILOGY

**P**  
**PREVIEW**



DEVELOPER - PSONE

PUBLISHER - FOX INTER

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - MAY



**ORION**  
PROBE IS DEFINITELY  
ON A ROLL



Fox Interactive's first PlayStation title employs three totally different game engines, each varying in graphics and playability, but holding in common a feverish level of intensity. *Die Hard Trilogy* has 36 levels broken up evenly among the three different scenarios, but in an odd twist, you can actually switch freely between the three games, instead of having to play them all in order.

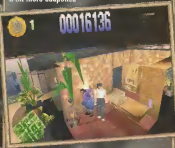
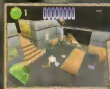
The game modeled after the first *Die Hard* is the one most faithful to the movie on which it's based. You must make your way up through Nakatomi Plaza, from the parking garage to the penthouse. The perspective is sort of a cross between *Commando* and *Lone Soldier*, with a

POV that always follows right above and behind the hero. It's a bit more suspense-

ful and strategic than the other two games, but there's plenty of high-powered weaponry and villains to kill.

The *Die Harder* games can be summed up in two words: *Virtua Cop*. It's compatible with the controller or mouse, and should work with the gun. If one ever comes out. The shooting scene has 3 scenarios, an airport, snowmobile chase (sounds promising), and helicopter ride. This scenario definitely delivers a lot more high-speed shooting action than gamers who have played *Hardened Dwl* will be used to (major understatement).

The final scene is most similar to *Twisted Metal*, in that it features vehicular mayhem with a high degree of freedom of movement, as you hunt for bombs hidden all over the







city. The settings cover many familiar locations of New York, from congested Wall Street to roads to the grassy hills of Central Park. Although it's a bit too soon to make final judgments, this is, in my opinion, the coolest part of the game.

The visual effects are insane in the *Die Hard* Trilogy, but the graphics aren't just chrome. It's all interactive, meaning there's not much on the screen you can't blow up. You can shoot up monitors at Nakatomi Plaza, blow up parked cars in NYC, and even crash a few planes at Dallas just for kicks (just kidding 'bout that last one...). The details aren't always just for show, either. For example, blowing up a car in the garage from the *Die Hard* scenario activates sprinklers complete with translucent water you can walk through...very cool! Fox Interactive didn't censor themselves in the carnage department, either; you get everything from blood pouring from John McClane's glass-gouged feet to puddles of bodily fluid from mistakenly shot hostages. Look for the full review in a future issue of GameFan. -Orion



HOLLYWOOD

HOLLYWOOD



# P

  
PREVIEW


SEGA SATURN

DEVELOPER • VIRGIN

PUBLISHER • VIRGIN

FORMAT • CD

# OF PLAYERS • 1

DIFFICULTY • N/A

AVAILABLE • JUNE



It seemed like we'd been seeing pictures of the 32-bit versions of *Spot Goes to Hollywood* for nearly a year now. The 16-bit versions are out, but it's hard to really get into a game when you can't stop thinking about how much better the upcoming Saturn and PlayStation versions are going to be. The long wait's not over yet, but at least we finally have something to show for it. The 32-bit *Spot* has the same solid play mechanics, but more levels, more colors, an arranged soundtrack, and some of the best CG cinematics you're likely to be seeing any time soon.

The version we're showing here is pretty bare bones. When the game's finished in April or May (it's not due for release till the second half of '96), it'll probably look quite a bit different. As you can see here, the levels mimic the same themes as in the 16-bit versions, but with many more scenes; while the 16-bit versions were rushed out for a holiday launch, the 32-bit teams are being given all the time they need. So Saturn and PlayStation owners can look forward to 23 multi-part levels (in which you can now use a mem-

ory card or cartridge to save at the midpoint), one secret hidden area, and over a dozen little bonus games. Each world has pretty much the same settings as before, but with a far more variety. Added to the pirate world, for example, are the ability to ride on cannons, battles in sunken treasure rooms, and a rail chase.

Other areas are inspired by a host of video game classics: You can fight ghosts *Pac Man*-style by finding power pellets in the haunted house, for example. Other scenes pay tribute to such classics as *Space Invaders*, *Berzerk*, *Centipede*, and *Tron*, and there's even a graveyard shooting level modeled after the 1st stage of SNK's *Viewpoint*. Very cool.

The whole game is put together in a Yoshi's Island sort of way, where you can go back to replay stages you've already beaten to find the



TAKUHI





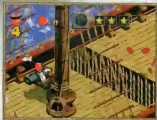
hidden stuff. But if you get a 100% in *Spot*, you get a lot more than some little star on the title screen (yes, I'm still bitter about Yoshi's Island...). I won't tell you exactly what, but it's clearly something Virgin's put a lot of time into.

There's no system specified for the game you're looking at now, because as of yet, both 32-bit versions are exactly the same. But in a few months, they'll be split apart, to be improved in whatever applicable ways. For the Saturn version, that means mist effects and souped-up backgrounds, and for the PlayStation version, more polygon effects and possibly some transparencies and tight source-shading (although Virgin's developed a sort of software light-sourcing technique that is employed in both versions.). The two versions will be released simultaneously.

Also new to the 32-bit versions are some very impressive intermissions. The opening is particularly impressive, and looks nearly laser disc quality on the PlayStation. Virgin's wisely decided to eschew Cinemat for the Saturn version, and the video driving their own FMV driver looks almost as good on the Saturn as it does on the PlayStation.

The music will also turn some heads. Perfectly-tit John Williams music has been chosen for the cinemas, while *Skeletor Warriors* composer Tommy Tallarico is handling the in-game music. The quality is excellent, and Virgin's used a new little trick to allow them to loop the music that's actually recorded on the CD, so you not only get a seamlessly linked soundtrack, but also get to listen to it through a regular CD player for free.

So Virgin definitely has a strong foundation for *Spot's* 32-bit conversion here. It's just too bad we'll have to wait so long to actually play it. But hey, we've waited this long, a few more months won't hurt, right? Stay tuned for a full review before their summer/fall '95 launch. -Takahi



SCIENCE FICTION







# SATURN

SECTOR



## SELENA CORSAIR

SONIC ROOM	↓↘→+B OR C
MOON SLICER	↓↑+B OR C
JUSTICE BLADE	↓↓+B OR C
PHOENIX ARROW	↓↘→+Z
THOR HAMMER	→↓↘+Z
WILD TIGER FANG	↓↓+Z

## RANDY GARCIA

KIAI/USEMPAKON	↓↓+Z OR C
ROSEKISEN/UNION	↓↘→+B
GOKUSAKON	B RAPIDLY
FINDBALL	↓↘→+Z
FIREWALL	↓↑+Z
THUNDERBOLT	→↓↘+Z

## NICOLE NEIL

HAND	↓↘→+C
HOLY TURN	↓↓+B OR C
OKOTAZZO!	B+C SIMULTANEOUSLY
FIRE	↓↘→+Z
BARRIER	↓↓+Z
HEALING	↓↑+Z

## IBUSHI CHIRO

RYU SENJITSU	↓↓+B OR C
RYU TALUTSU	↓↘→+B OR C
SAUTSU MUSHEN SO	→→→
KATON	→↓↘+Z
RAIOENSHO	←↓↘+Z
RAION	↓↑+Z


## HAN SOMEELL

HAN DYNAMITE	↓↘→+B OR C
HAN SPECIAL	B RAPIDLY
HAN FINAL	↓↓+B OR C
HAN MAXIMUM	↓↓+B OR C IN AIR
HAN MIRACLE	B RAPIDLY IN AIR
HAN BURNINGS	↓↘→+Z

DEVELOPER - TREASURE  
PUBLISHER - SEGA  
# OF PLAYS - 1-6  
AVAILABLE - MAY 1998

R  
REVIEW





Upon entering the graveyard, Han is struck by a devastating bolt of lightning. The legendary sword he stole during his travels is about to be reclaimed by its rightful (but dead) owner. As the undead here rises from his grave to reclaim his sword, he angrily begins to beat on the Guardian Heroes. Handy, however, quickly learns how to control the skeletal beast and he joins you in your quest. During the game, by pressing X, you can call

up the undead one's command menu and direct him four ways. After defeating the enemy here, you must choose from three possible destinations which ultimately branch out accordingly to many, many, more. The path shown led to level five, while another takes you to level three, and one even further, I have yet to travel all thirty levels in one game. The amount of variables in *GH* is mind-bogglingly vast. Not only are up to five options displayed several times during the game, but the character you are playing may also play a role in the game's outcome.



You arrive amidst an ongoing battle in stone lives. Try not to kill the knights in green armor. It's a brother to join them in this case as there is a MC given role at the end of the level accompanied by the now familiar Zool Fe-lyar. As soon as you approach any of this vibrant class of bee, start blocking even before they come into view. Once they begin feigning their losses they can juggle you many times. Wait for an opening and mow your attack.



Remember, you're in control of the undead hero. When passing through towns filled with innocent people, command him to harness his sword. If he kills innocent townspeople, bad karma will result, changing the outcome of the quest.



Enemies will attack, tempting you to re-arm your undead friend. If any townspeople wander through the battle, check what plans they're on, and take the fight elsewhere.

At the end of this road, you'll have your first encounter with Reinhardt Vulyar. Depending on the situation, he can either be friend, or foe, or both. After attacking you here, he is betrayed by Cannon G. Grey and his wizards. Cannon entraps you in an ensnared field and takes you on a journey through Heaven and Hell, along the way filling you with his evil wisdom (at least in the import version). Once you return, you will have to make a decision... attempt to kill him, run away, or fight another day. Magic has no effect on Cannon, and he is a ruthless opponent. Run away and you'll pay later...







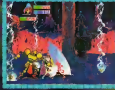
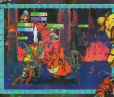
There are five paths to take from level ten, one of which will lead you in this infernal cave. After fighting your way through hordes of flying gargoyle, blooded demons, and assorted other fleshies, you'll once again meet Camoo. Defeat him again and you may end up in level twenty-three!

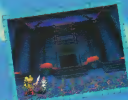
The easiest way to see every level *Guardian Heroes* has to offer is to breeze through your first time, avoiding the heavier battles. After beating the game on normal once, you'll gain access to Selena, who is just about invincible. For the record, even though our CD came from Sega of America, it was still in its Japanese form. The names of the characters will most likely change to more fitting American fare like Chad Strong and the such.

One look at the American box art is enough to make you head for the nearest bathroom, so I think it's safe to assume that *GH* will get the usual



US treatment. Sure would be nice if Treasure's beautiful art they spent months creating actually got seen over here, but as we all know, we're just not ready for it. Even with the receptive-based art, *Guardian Heroes* should be played by each and every Saturn owner. It's not only a testament to the system's 3-D power, but a true revelation in the side-scroll action fighting category. Treasure has done frighteningly well on their first Saturn title. I only hope that *Guardian Heroes* gets the attention it deserves. If it's reviewed elsewhere as a "Final Fight clone," it's because the reviewer either didn't play long enough, can't read, or just plain sucks. Hopefully, that won't happen... yeah, right. -E. Storm





What, you thought I was finished? No way. These intense shots from a later level oughta convince anyone with a pulse that *GW* kicks butt in a big way. Actually, our *Iron Rain* CD wouldn't boot up, so I've got some extra space to fill. You'll see Game arts' *IR* (Gan Griffon) next-ish.



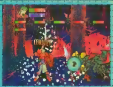
#### PLAY AS SELENA!

After beating *Guardian Heroes* the first time, you can choose Selena. She's by far the strongest character, and can juggle opponents indefinitely. Depending on which path you choose and character you select (there are hundreds of combinations), each time you beat the game, you'll earn the right to control your fallen foes in the six-player vs. mode!... FIGURE!





Another Undead Hero??



The Beast below and left is one of the milder last bosses. The real one produces special effects you simply won't believe. This insane boss is best left for you. Come to think of it, you Gunstar Heroes fans may recognize him... In the ending below and right, the undead hero doesn't return to the grave! It looks like Reinhart jumped in and saved him at the last minute. I can't wait to read this game. I hope it gets an accurate translation.



Here, in one of many endings possible, the soul of the undead hero is saved by the thought-to-be-slain Reinhart Vulgar. Each is followed by a different scrolling portrait in contrast to the outcome, which depends on you. Exactly how many endings are there?... I intend to find out.





# P

## PREVIEW



SEGA SATURN

DEVELOPER - TEAM ANDARREDA

PUBLISHER - SEGA

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - MAY



**TAKUMI**  
The Perfect  
Synthesis of  
Chicken & Fish





The first releases of the new 32-bit platforms brought lots of quality games, but very little in the way of innovation. You get fighting games... in 3-D! Driving games... in 3-D! Action-platform games... in 3-D! Not that I have anything against classic genres being done better, but I wanted something new, something *innovative*. That's why *Panzer Dragoon* stands as my single favorite title of 32-bit's first year. Sure, it's been beaten in terms of graphics many times, but it was actually something new. Anyone who says it's just another first-person shooter hasn't really played it.

Even more than that, Sega poured time and money into giving *Panzer* a mood and feel unlike any other: the insane organic technology of the enemies, the oddly exotic settings, the brilliantly unconventional soundtrack, and a story and quest that gave the game an almost dream-like flow. It was a masterpiece. But, as it turns out, it was only the beginning.

All the things that made *Panzer Dragoon* great are back in the sequel (except for the music), but it'll be a while before *this one's* beaten in terms of graphics. The increase in graphic quality is astounding... The original *Panzer*, which blew me away less than a year ago, now looks laughably bad in comparison. The new levels all have a great deal of variety in terms of backgrounds, and have almost no perceptible pop-up. Enemies and sprites are smoother and even better animated, and come much closer to you than they ever dared before. The programmers actually thought of a few ways to use the Saturn's 2-D prowess to create better 3-D, and as a result, level 3's forest (in which

you're flanked by parallax on both sides) is one of the most impressive scenes in the game. And some of the effects, like the water in level 4, are unbelievable. Not only does the water flow and sparkle realistically, but you can see a perfect wavy, murky image of the Sea Chicken boss when he's underwater, and an equally perfect reflection when he's above it. Speaking of which, that boss conflict (pictured all around this text) has got to be one of the most impressive scenes in video game history... And I don't even want to talk about how cool the last boss is.

Our version wasn't quite finished, so we're not sure exactly how Team Andromeda will implement the game's new multi-path levels and dragon maturation system, but the variety in both areas is definitely welcome (see the following pages for details). The other new addition this time around is the "Berserk" feature, a special bar that increases as you kill your toes. At the press of a button, your dragon unloads all of this pent-up anger, by rapidly locking and firing its lasers at just about anything that moves. The only disappointment is in the music... It's still pretty good, but it's all PCM, and isn't by Yoshitaka Azuma, *Panzer*'s composer. Still, the new guy's clearly studied his predecessor, and the new soundtrack upholds the mood quite well.

*Panzer* hits Japan in March, and here only two months later. Until then, play as much of *Panzer 1* as you can, because once you've seen the sequel, I have a feeling that you'll probably never be tempted to even touch the original again. -Takuhi





The most frequently heard complaint about the original *Panzer Dragoon* was that it was on tracks; you could fly around freely, but only on a preset course. Though *Panzer 2* has yet to achieve total freedom of movement, levels 2-4 (and possibly more) each have at least one fork, with totally different backgrounds, and enemies in levels 2 and 4, and different mini-bosses in level 3. We'll have to wait till the final version to see if Sega expands on this further.

## Multiple Paths!





# SIX Different Dragons!



Depending on which paths you choose as you play through *Panzer 2*, your dragon matures in different ways. Ultimately, there are six different kinds, all with different main weapons, life bars, and speeds. The ultimate dragon seems to be the war-horse pictured above, but by cheating and using the built-in dragon select that was in our beta copy, we were able to get a powerful, blue flat-tailed dragon that was unattainable through conventional means. Hmmm...



The mysterious fish-tailed dragon.



Episode 3





# P PREVIEW



SEGA SATURN

DEVELOPER - ARNY TEAM

PUBLISHER - SEGA

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - APRIL



BRING BANANAS

# CONGO



## WE ARE... WATCHING YOU!

COULD SEGA'S VERSION OF CONGO BE BETTER THAN PARAMOUNT'S? EASILY!



While that's not saying much (the movie was a dud) Sega's Congo, a game I was seriously worried about after watching Ernie Hudson fumble about with a bunch of would-be bananas and a talking gorilla, is actually shaping up to be a very good and somewhat unique 3-D adventure.

Luckily for everyone involved, Congo the game is not based on the movie. Rather, it takes place after an expedition has already been lost to the mad apes, with you playing the sole survivor. A very sick sole survivor. So sick, in fact, that your vision often sways, producing a liquid effect to the graphics throughout much of the early levels.

You'll have to find diamonds to earn cargo drops, arm yourself with several high-powered weapons, find medicine, and survive jungle fever just to find the lost city of Zinj. That is, when you're not splattering the mutated inhabitants that thrive in the Congo. Giant spiders, vicious apes, huge wasps, cannibalistic





chameleons, and other such mutated beasts are a constant nuisance... The 3-D gameplay, however, is really the star of the show. Lush greenery surrounds you as you negotiate huge maps, with nicely shaded polygons highlights sprinkled generously throughout each level. Play mechanics



include strafing, jumping, running and useful 180 degree auto-turns. The depth is pretty amazing and there's generous

THIS IS NOT A GOOD PLACE TO PUT YOUR MOUTH



parallax in every level.

Realizing *Congo* is not

100% tweaked, I did get rather frustrated, well, very frustrated, by the constant reversing of the controls intermittently through the first few areas. Having to constantly adjust to backwards commands at key moments seemed a bit excessive. Turning around manually seems a bit drawn out as well. Otherwise, I have nothing but high hopes for *Congo*. It's not a *Doom* clone, has some inventive special effects (earthquakes rock the entire playfield in 2D) and as I said possesses an impressive 3-D engine. The final touches are going to make or break this one. So join me next month for the last word on

Sega's *Congo*. -E. Stuenkel





STEVEN EAT

DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - MAY



**TAKUMI:**  
An excellent conversion of an excellent game.



## NIGHT WARRIORS

*Night Warriors* adds two new characters to the *Darkstalkers* world, allows you to play the two bosses, tosses in a bunch of new supers and play mechanics twists, and has new music and a few new backgrounds. All in all, it's a much more balanced and polished game than the original. But if you haven't even played *Darkstalkers* (a game that didn't get nearly the distribution it deserved), you have no idea what you're missing... The Vampire *Darkstalkers* Vampire Hunter *Night Warriors* series is a lot more than just a Street Fighter wannabe.

The animation is incredible, quite possibly the best animation on a home fighting game yet.... Its only possible competition would be Neo-CD's *Samurai Shodown II*, but the Neo has 94 megs of RAM. Bearing that in mind, the quality that Capcom managed to squeeze into the Saturn's 32 is even more impressive. And the level of detail is emotional... This is the type of game you want to be constantly pausing as you play, "cause you never know when Capcom's hidden in each of the hundreds of animation frames that whiz by too fast to be distinguished. If you're paying attention, you can see all sorts of cool things, like the way Lord Raptor falls in love with Helen as when their match begins, or the hidden face in the slash marks of his sword-like arm.

The play is vintage Capcom. Most of the concepts are ones we're all familiar with by now, but the supers are done particularly well, and there are a few new twists, like guard reversals and the ability to hit enemies while they're down. As always, the standard Saturn and in a joy to use, and the game's control will quickly become second nature.

In the translation department, *Night Warriors* is amazing. As I said before, the animation is just stunning. While it's not technically perfect (there are frames missing here and

One of the most mysterious in recent arcade history is why *Night Warriors* never came out here. I mean, *Darkstalkers* was pretty

planning, and *Night Warriors* was a more than worthy upgrade... Capcom even made up a new name, new logo, new cabinet... but it never even made it out of location test. Luckily, none of this has stopped Capcom from releasing it for the U.S. Saturn, and we can all finally play one of Capcom's best fighters to date.





there), it's a lot better than I expected it to be, especially after the heavy cuts that were made in *X-Men*. You can't imagine how relieved I was the first time I saw Pyrex's standing animation... every little frame perfect.

But while Capcom managed to do an excellent job of squeezing the coin-op into the CD (and with surprisingly little loading time), they certainly didn't aim to do too much more than that. *Night Warriors* has no arranged soundtrack, something I'd expect in a CD conversion these days, and the many cool options found in *Alpha* are nowhere to be found (of course, the usual turbo speed select, difficulty modes, and vs. mode are present). This is the arcade, and not too much more.

But hey, when you have a nearly perfect conversion of an excellent (and nearly impossible to find) Capcom coin-op on your Saturn, you're probably not going to quibble over the soundtrack. *Night Warriors* is an amazing translation, and a big improvement over *X-Men*. If you have even a slight interest in fighting games, this is a Saturn exclusive you must own. -Iskiah

## DONOVAN



## HSIEN-KO



# 3D ZONE

**R  
REVIEW**



DEVELOPER - MICROCABIN

PUBLISHER - PANASONIC

FORMAT - CD

# OF PLAYERS - 1

DIFFICULTY - BEGINNER

AVAILABLE - MARCH



**ORION**  
POSSIBLY THE BEST 3DO  
GAME EVER.

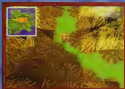


Lucienne



An RPG set in a splendid 3-D polygon world, complete with a refreshingly "light" storyline, tons of areas to explore, and having some of the best RPG music ever, all on my 3DD?? I know, it sounds crazy. Thanks to MicroCabin, my opinion of the 3DD just took a turn for the better.

If you read Takuh's review of *Sword and Sorcery* (the Japanese version of *Lucienne's Quest*) in the February issue of GF, you'll notice the game sounds like it has a simple, but fun quest. Taking the role of Lucienne (a young sorcerer's apprentice), you're thrust into a light-hearted adventure when you decide to help a man who seeks your absent master's aid. The quest system here is set up like any other

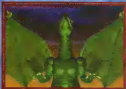


## Lucienne's Quest

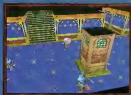
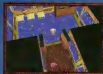
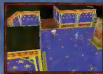
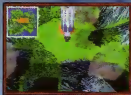
RPG (the only way to achieve the main goal is by completing many smaller missions along the way), but the problem is, Lucienne

begins to accept each new quest without any personal reason ("There's a bad man in that castle? SURE, we'll kill him!"). While this in

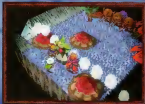
itself isn't a big deal, just add the often childish dialogue found throughout the game's translation into the mix, and the impression is given that *Lucienne's Quest* was made for people who've never played RPG's before and wouldn't mind the absence of a deep, involving story line. It's also worth mentioning that Lucienne is



3DO World



## Tower of Pinakoteik



## Spectacular Battle Scenes



portrayed in this version as a very stupid little girl, unlike the import where she is more arrogant and mischievous. I mean, it's not very inspiring to have your main character forget why she's on a quest every time

**STRENGTH AWAY**

*Lucienne's Quest* must be seen in motion to fully understand the unknown power the 300 apparently holds. What's with all this polygon force? Sure, it's a tad framey and has a bit of pop-up, but that won't even register when viewing every texture-mapped shape scale in and out as you move around. And actually,

unlike the much touted *Beyond the Beyond*, polygons were used to make up nearly everything in the game. From the large and sometimes multi-leveled towns to even the smallest features, like pools of water constantly in motion, almost nothing was left untouched. That fact, combined with little details such as how it turns from day to night while you walk around the world map in "real time" (actually changing the gameplay as one of your characters turns into a werewolf when darkness falls), makes *Lucienne's Quest* one of the best looking RPG's I've ever seen.



## Colony



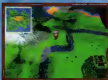




## Babachop



## Landscapes



## Time Changing in the Overworld

Not only looking good, *Lucienne's Quest* is also blessed with an amazing soundtrack. Let's put it this way: In how many other RPG's have you ever felt bad leaving that town/cave/castle only because the tunes were so godly? The music here is some of the best around, as once again MicroCabin has created a soundtrack so incredible, it's almost too good for the game it represents.



Not satisfied with the current menu-driven battle system found in most RPG's today, MicroCabin improved on the basic idea by scattering "obstacles" around the

battlefields. Adding a strategic element to the basic battles, these obstacles can be used to your advantage by hiding behind them (you're given a small space to move your character around before giving a command), or they can be destroyed to open the way to the enemy. The magic used here is the standard RPG fare (healing spells, fireballs, etc.), but they're displayed here in great graphic detail, some going to the point of actually altering the texture-mapped battlefields with polygon earthquakes and such. And the best part is, even though the attacks on the world map are the standard random surprises,



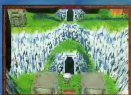
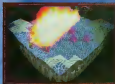
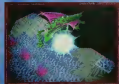
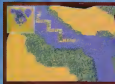
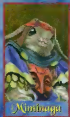
## Hole of Grub







## Crackenburg



## Las Aldus

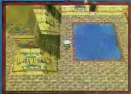
fights in caves (or buildings) are always in predetermined spots, allowing you to explore without fear.

With at least three huge maps to explore (including one in an alternate dimension), over twenty towns and other major locations to visit, and four other party members to find (or create), *Lucienne's Quest* should take you a good 15 hours to beat. Sound like a small completion time for a game that seems to be so vast? The reason why is simple: This is the most balanced RPG I've ever played, and that's not always a good thing. Gone are the days of fighting random enemies to level up so you can beat that impossible boss. In *LQ* you



increase levels every other fight. Actually, it's very possible to beat the game without ever dying once, thanks to an option that restores all your life energy anywhere on the world map. Of course, while this adds to the fun of never getting stuck, the lack of any true challenge can't be ignored.

Well, I'm impressed. I've played a very enjoyable RPG on the last system I'd expect to see one on. And even though *Lucienne's Quest* has many elements that make it sound like a beginner's RPG, there are more than enough features that could draw even the most seasoned player in, and shouldn't be overlooked by anyone owning a 3DO. -Orion



## Brass



1. Search chests to find key elements. 2. Suits of armor conceal hidden secrets. 3. Use the ventilation system to move about the many rooms of Whitley. 4. Use chairs for more than just sitting. 5. Toggle switches to open gated rooms and corridors. 6. Find some helpful reading in the study. 7. Visit the garden. 8. Pick a rose for Kat. 9. You still can't use the bucket! 10. Bring the rose and finished portrait to Kat and the Doc. 11. Sit back and watch the story unfold.



What you're looking at is one of the best things that's happened to the 3DO this year. *Casper* is one of the few games that I've played, especially in the adventure/role playing genre, that I can confidently say will appeal to both kids and adults alike. The

appeal for younger gamers is of course harnessed within the splendid graphics which easily challenge any 3DO game to date, while the adult player will find the puzzle-solving and interesting mixture of gameplay elements intriguing.

As Casper, it is your job to successfully blend with the flaky's, assemble the Lazarus machine, your late father's magical re-animation device, and fend off your fellow (but very unfriendly) ghosts, Fatso, Stretch, and Stinkie. I'm actually only a couple of hours into Casper and that's what I've been able to do so far. I believe this game's got legs... long legs.

Being that this is Casper, the friendly ghost, the friendliest ghost



**P**  
PREVIEW



3DO

DEVELOPER - INTERPLAY

PUBLISHER - INTERPLAY

FORMAT - CD

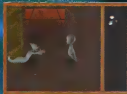
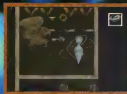
# OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE APRIL



CASPER'S ONE OF THE BEST  
CINEMA PORTS EVER.



you know, I was expecting a simple, and utterly adorable adventure that I'd race right through. Imagine my surprise as I became totally perplexed while negotiating the huge mansion, in search of countless clues to perform each seemingly simple task. All the while quality sounds and effects abound, along with zero boredom. I'm definitely intrigued and will return next month with a full-blown review along with some more helpful hints. See you then... *Fleshy!*

Rid Casper of Stinkie's company by taking his picture.  
Try a hamburger on Fatsos.





*Doom*, IO Software's first person masterpiece, has finally migrated over to the 3DO. Unfortunately, this game was probably better off staying at home, or on the PC, the PlayStation, the SNES; anywhere else but the 3DO. Can the 3DO version of this game really be all that bad? It can, and is. Let me explain...

## R REVIEW



3DO

DEVELOPER - **ART DIAZ**

PUBLISHER - **ART DIAZ**

FORMAT - **CD**

# OF PLAYERS - **1**

DIFFICULTY - **ADJUSTABLE**

AVAILABLE - **NOW**



**K LEE**  
ENOUGH BROWN  
FOR YA?

# DOOM

By far, the most annoying aspect of this game is the horrendously slow frame rate. The size of the play screen is configurable to your liking (the smaller the screen, the faster the frame rate). But even the smallest, fastest screen is still unacceptable from a pure gameplay standpoint. It three or more enemies simultaneously populate the screen (which, in *Doom*, is often the case), the game doesn't just slow down, it screeches to a near halt.

Adding insult to injury is the fact that the frame rate is so jerky at times, it becomes diffi-



cult to aim your weapon (remember, this is the "smoothest" screen mode we're talking about here), hindering the playability of the game severely. If you're crazy enough to play *Doom* in the full-screen mode (via a code), then you can enjoy a screen update rate of 7 frames per second... Yes, you heard me correctly, **ONLY SEVEN FRAMES PER SECOND** (What is this, *MYST* or *DOOM*?).

So, are the glitches and gameplay problems in this game just a by-product of the 3DO's graphic inabilities? I don't think so. *Killing*





CHOPPY DEATH... IN FOUR SIZES!



Time and PO'ed both had full-screen graphics, acceptable frame rates, and, arguably, even more complex graphics than this version of *Doom*.

Plus, keep in mind, *Killing Time* and *PO'ed* were created from scratch, whereas *Doom* has been done many times before. It's not as if porting *Doom* over to a different system is some monumental task... Oh well.

Plain and simple, this version of *Doom* is one you should stay far, far away from. If, on one hand, you're looking for an enjoyable and playable version of *Doom*, get a PlayStation version, a PC version, a SNES version, get anything else, but please, spare yourself the hemorrhaging pain of this 3D version. If, on the other hand, you just want to play a decent first-person shooter on your 3D, *Killing Time* and/or *PO'ed* make much better choices. I just can't recommend this game in any way. It doesn't really do the *Doom* name any justice. -K. Lee





# GEN-32

JAPAN SOFT

## R REVIEW

SEGA SATURN

DEVELOPER - ATRON

PUBLISHER - ATRON

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW JAPAN

I never thought I'd ever see it: a game that looks much better on the Saturn than it does on the PlayStation, despite its lower polygon abilities. After reviewing *Robo Pit* on Sony's system last month, I was shuddering to think what this version would look like. As we all know, the Saturn can't manipulate polygons the way the PlayStation can... At least, that's what I thought.

Game-wise, nothing's really changed from the *Robo Pit* we showed you last issue. You can still make thousands of robots using the many parts

# ROBO PIT

available upon starting, or by "winning" new weapons from fallen competitors. Overall, there are tons of legs, bodies, and arms to choose from, giving you the means to create anything your imagination can devise. Use your unique robot to fight through 100 other equally strange opponents, and climb your way to the top of the fighting circuit. It won't be easy though, the later robots are extremely skilled, and the specially armed bosses will try their best to slow your progress down.

Sadly, the gouraud shading from the PlayStation version is gone. But, with the cleaner





graphics, smoother animation, and deeper sense of 3-D (this version offers, you won't hear me complaining). Everything looks better, from the robot creation screen to the battle arenas themselves. Each of these stages still have their strategic elements (rocks to hide behind, raised platforms for quick escapes, etc.), and weapons to use (pillars, trees, and the such can be picked up and thrown), but seem to be packed with more color. In fact, the only bad thing I found with this game was the fighter's poor AI in the auto-fight mode. In the PlayStation version, they fought without mercy, here they just seem to enjoy going in big circles. Oh well, we can't have everything, I guess...

All in all, *Robo Pit* is a great game, if for no other reason than it almost never gets boring. With the amount of robots you can make (all mainly changing the gameplay), and a great two player split screen option, there's plenty of replay value. And that fact alone makes it worth checking out. - Orion



#### CUSTOMIZE YOUR OWN ROBOT!





# POLICENAUTS

**P**  
**PREVIEW**



DEVELOPER - KOEI

PLATFORM - KOEI

FORMAT - 2 CDs

# OF PLAYERS - 1

DIFFICULTY - HARD

AVAILABLE NOW JAPAN



NICK MACC

Last year, I reviewed Koei's digital comic, *Snatcher*, and gave it a perfect score of 100, which, at the time, it understandably deserved. This leaves me with a slight problem, however... how to score its sequel (or rather, prequel), *Policenauts*. In 2010, mankind's first fully-functional, self-contained space colony, *Beyond Coast*, is launched. Very small at first, *Beyond Coast* soon requires a police force. Five of Earth's finest are selected: Joseph Sawaki Tokugawa from Japan, Ed Brown and Jonathan Ingram from the LAPD, Saharale Tassacini from New York, and Gates Becker from Scotland Yard. In the media hype that surrounds them, they are dubbed the "Policenauts."

2013. During a test of new deep-space armored suits, Jonathan Ingram's guidance system mysteriously fails and his jetline rips. He seems lost forever. 25 years later, in 2038, Jonathan's suit is miraculously recovered in deep space, complete with its self-contained cold sleep module. Jonathan is recovered unharmed, physically 23 years old, but in reality 53. He returns to Old Los Angeles on Earth and becomes a private eye. In 2040, his estranged (and now 55-year-old) wife, Lorraine Hoyt, visits him from *Beyond Coast*, claiming that her now husband, Kazuo Hoyt, has gone missing. The only clues are a torn leaf, some capsules, and the mysterious word "Plato." Jonathan refuses to take the job, saying that he will never return to *Beyond Coast*. As Lorraine leaves, Jonathan watches her from his second story office window. He spots tracks leading to the car, and tries to warn her... but it's too late. The vehicle explodes, killing Lorraine.



Jonathan sees the attacker across the street and follows him, pursuing more than a few shells into him in the process. He gets away, and a trail of white blood is all that remains. Jonathan decides to honor Lorraine's final request and once again goes to *Beyond Coast*.

*Policenauts'* game system is almost exactly like *Snatcher's*, except the commands are brought up with a button rather than always being at the bottom of the screen. *Policenauts* doesn't have the talking heads that pop up when characters speak in *Snatcher*, although the Japanese PC-9821 original did. Why were they removed? The game is fairly linear and none of the puzzles are truly mind-wrenching, but there's complete freedom of movement and you can usually go back to places you've been before.

Contrary to what these screen shots may look like (I cut out the text at the bottom of the screen), *Policenauts* is not FMV. There are FMV sequences, but they're ultra-brutal and advance the story in ways skills couldn't. While on the subject of cinematics, I must say that *Policenauts* is THE most cinematic game

ever, although it borrows more than a little from the *Lethal Weapon* series, just as *Snatcher* borrowed from *Blade Runner*.

**JONATHAN INGRAM**





The whole black/white buddy thing is with your old partner Ed Brown. Joe... looks like Mel Gibson with blue hair... just the Gibson was Warren Fong. Lucky... and the story is about as far from *Die Hard* as you can get. The story unfolds in an ultra-suspenseful manner, with a plotline, over-the-top action, and an allegory... The shocking truth keep on coming, and just when you think you've reached the final, ultimate conclusion... you realize that things were much, much worse than you ever imagined.

The graphics are mostly still pictures with slight animation. Some nice lens flare, wise sunlight effects have been added to this version (the previous two were on the Japanese in 1991 and 2001), and the great amount of lens flare and screen cameras for AIC, who animates the *Shinji* game. Chris seems like way cooler than the original version's ally. The game is typical Konami god. Has Konami EVER done a bad soundtrack? You've got every real style here from side-heavy mood pieces to classical and rock.

Everyone needs to experience *Policecours*. It sports kings Konami don't bring out here they must be shot, drawn, and quartered... as well as being loved to overdose on MARC. They were brave enough to bring *Shinji* out here, and it's currently the most sought-after Sega CD game on the internet. Speaking of this game, there are various references to *Shinji* that in the games together, it's



KAREN HOJO



found with LucasWorld makes an appearance (LucasWorld, in Japan, was in Switzerland). *Policecours* has a cameo, you can play the *Shinji* theme song if you examine Konami's CD collection in Karen's house, and the character Mori was a member of Fox Hound, the elite police team that was part of *Shinji*'s back story. At any rate, *Policecours* for the PlayStation is the best version yet and has what I believe to be the best storyline in any game, ever. A CD called *Policecours Private Collection* is also available, which has interviews, the making of, looks at the PC and 3DC versions, the entire game script and storyboard, a music test, character design sheets, and other goodies.

ED BROWN

Nick Ruse





# 幻想水滸伝

GENSO O SUIRODEWA

Two months ago I pre-viewed *Genso*. *Suikoden*, Konami's 1st RPG for the Japanese PlayStation. I'd like to be able to say that our doing it again is in honor of its impending American release, but unfortunately, I've heard no such news. But as I've continued to play it, I've come to appreciate *Genso*'s incredible story, astounding music, cool battles, and innovative systems so much that I had to put it into the magazine again. This is the best RPG I've played in years.

In the 32-bit RPG market, we've had lots of games with stunning visuals, awesome special effects, and great music. But think about it... *PlayEarth* and *Arc the Lad* are masterpieces, but if you took away all the shiny 32-bit-ness, what would you be left with? Their graphics and sound are well worth the price of admission, but the 32-bit platforms have yet to enjoy a game that has a quiet as engrossing as such 16-bit classics as *Final Fantasy III*, *Phantasy Star II*, or *Lunar II*. But now, there's *Genso*, and that small group of true RPG epics is about to get a little bit bigger.

In the storyline department, *Genso* is unmatched. We covered the basics in our February issue, but the storyline goes a lot deeper than that. In

addition to the responsibility of recruiting a rebel army capable of overthrowing the Red Moon Empire, you must cope with the trauma of having to fight your own beloved father, dissension and disobedience in your own army, and the death of many a beloved comrade. The storyline never slows down, and never gets cheesy, keeping you glued to your PlayStation for the entire 20-30 hours *Genso* lasts.

Despite a ridiculous number of characters (108, and that's only counting the ones in your army), *Genso* manages to have a lot of incredibly deep characters, the likes of which I haven't seen since *Lunar II*. Of course, I'm not exactly losing sleep over Sarah, the laundry woman, Sergei, the elevator installer, or Antonio, the cook, but *Genso* has literally dozens of constantly developing characters that are actually worth caring about. This paves the way for a lot of truly tear-jerking scenes, and *Genso* doesn't pollute its well-developed drama by pulling any punches. This is a civil war, and there will be inevitable deaths on both sides of the battlefield.

Konami clearly spent years working on this game, as it's both neatly polished (not a single glitch!) and full



# R REVIEW



PlayStation

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - CD

# OF PLAYERS - 1

**DIFFICULTY - INTERMEDIATE**

**AVAILABLE - NOW - JAPAN**



TAKUHI

of  
"dstar" Take  
your rebel army  
headquarters, for  
example. As you  
progress and your ranks  
grow, new floors are always  
being built and old ones are  
always being renovated. Your  
base is home to 100 different char-  
acters, all with their own art, their  
own sprite, and their own abilities. In  
addition to the 60 or so characters you  
can choose to add to your away par-  
ties, you can put engineers to design  
weapons, merchants to set up shops in  
your base, minstrels to entertain the  
troops, gamblers to set up little mini  
games, librarians to compile your history,  
farmers to plant crops, artisans to cele-  
brate your glory (I have one painter who  
paints the game's cover art on the wall of  
one room, character by character), etc.,  
etc., etc. When was the last time you  
saw any of that in an RPG?

The game certainly isn't lacking in  
flash, either. The three types of battles  
(one on one, party vs. party, and army  
vs. army) are all very cool, fast-paced,  
and full of awesome spells, enemies,  
and special attacks. The overhead  
graphics are pretty weak, though,  
with an ultra-plain overhead map  
and generic looking towns, all  
in desperate need of anima-  
tion. Still, it's not without  
its moments.

The sound depart-  
ment, though...  
Gensho

Sotokoden's  
soundtrack (sheer) is truly  
astounding. The sam-  
ple quality is stunning,  
with astoundingly rendered bird  
chirps, rain, thunder, running  
water, etc. Added to these are  
just a few beautiful instruments,  
which come together with the ambi-  
ent background to create music with  
a few simple sounds but amazingly  
complex composition. And there's  
tons of it, too, encompassing a huge  
variety of musical genres. This sound-  
track should be taught in music schools.  
It's just too good to be believed. There  
are plenty of sampled sound effects in the  
battles, too, like the dry flutter of crow's  
wings and the clink of metal when an  
armored knight hits the ground.

Unfortunately, Gensho Sotokoden has not  
a single rendered athlete, and since 3-D  
sports games are all that Konami seems  
to be releasing in the states these days,  
its prospects for an American release  
are looking pretty slim. Let's hope that  
Konami will take another look at  
Gensho (and Policemans too, while  
they're at it) and realize that as good  
as their sports games are, they're  
sitting on an RPG gold mine. If  
not Konami, let's hope Altus or  
Working Designs or even  
Sorry themselves will take a  
look. This is one RPG  
that can't be allowed  
to pass us by.

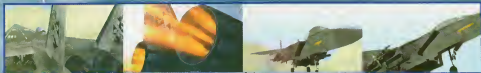
- Takuhi



400910



9589



# SIDEWINDER



**R**  
**REVIEW**



DEVELOPER - PESADO

PUBLISHER - ASHIN

FORMAT - CD

# OF PLAYERS - 1, 2, 3

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW JAPAN



ORION  
A STEP ABOVE AIR  
COMBAT.

## MISSION 1



Despite the attractive texture-mapped graphics, an excellent soundtrack, and an always fun two player link option, *Sidewinder* is nothing more than just a small step up from *Air Combat*. Actually, there's only one reason it doesn't just totally smash the popular Namco shooter: a definite lack of speed. Is it just me, or are jet fighters supposed to move...well...fast?

It's not that *Sidewinder* moves slow in battle. It anything, the dog-fighting is the best part, with a much more realistic feeling than *Air Combat*. Where the speed problems set in is when you approach ground objects. At the rate your craft should be moving, why does it seem like getting out of the plane and walking would be faster? Even with my afterburners on, it literally took me over a minute

to get to a huge bridge that (judging by the size) couldn't have been more than a few miles away. Actually, it's kinda sad.

*Sidewinder*, even with its "realistic" cockpit look and tight control, lacks that one important factor preventing it from being an actual aircraft simulator. Perhaps that's why I'm being so harsh on the game. Early pictures gave me grand thoughts of playing something advanced, not just another version of *Air Combat*. But then again, if you can overlook the lack of speed, you're in for one heck of a treat.

Graphically, *Sidewinder* is stunning. With texture-mapped enemies and buildings, lots of diverse backgrounds, and almost no pop-up, this is one of the better looking PlayStation games I've seen so

## MISSION 2





## TRAINING MISSIONS



lar. Missions take place over nearly every landscape you can imagine, ranging from the standard mountain ranges to foggy ocean coastlines. You'll find yourself destroying huge aircraft carriers, leveling oil fields, and even protecting a passenger jet from harm.

Aside from the annoying "warning" voice, the sound effects and music in *Sidewinder* are outstanding. The guitar background suits the gameplay, and every jet and helicopter emit the perfect sound as they close in for the kill. The voice, though, needs to go. It's

not that the acting itself is bad, I just quickly got real tired of hearing "There's a missile right on our tail, shake it off!" every few seconds.

*Sidewinder* was a good attempt at making a true flight simulator, but sadly enough the low speed killed it. Not that it's a bad game; if viewed in the same light as *Air Combat*, it can only be considered a definite upgrade. But, of course, that's not saying much. Thanks, but for my flight needs, I'll just stick with *Warhawk* for now.... -Orion





# R RE-REVIEW



DEVELOPER - YAMKO

PUBLISHER - SCE

FORMAT - CD

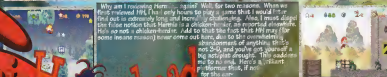
# OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAIL. NOW JAPAN



WANTED: THIRD PARTY COMPANY WITH A LITTLE FORESIGHT.



Why am I reviewing *Hammerhead*? Well, for two reasons. When we first reviewed *HV*, I had only hours to play a game that I would later find out to be extremely long and more of a challenge. Also, I must dispel the false notion that *Hammerhead* is a children's game, as reported elsewhere. *Hammerhead* is not a children's game. Add to that the fact that *HV* may (for some insane reason) never come out here, due to the overwhelming abundance of anything that's not 3-D, and you've got yourself a big review. The audience is to be no end. Here's a brilliant performer that, if not for the sun-

drill/  
soundtrack  
(which would have  
to be changed), has no  
frustration and is still not available in the  
U.S. *Hammerhead* and *Motor Toon Grand Prix*,  
both of which are already sequel-bound in  
Japan, must make their way to America. So it's  
cool and it's fun, but it's really the spice of life!





# STAHLFEDER



**P**  
PREVIEW



EXPERIENCE - CAPTAIN

EXPERIENCE - CAPTAIN

EXPERIENCE - CAPTAIN

EXPERIENCE - CAPTAIN

EXPERIENCE - CAPTAIN

EXPERIENCE - CAPTAIN

I'll keep this short. *Stahlfeder* is thoroughly awful... or... bad... or... well, it's okay, I guess. A little bit worse than that, maybe. Or... well... Gah! I went to just cut into *Stahlfeder*, but something keeps stopping me. That something is *Two-Ten Kaku*. Yes, you probably missed *Two-Ten Kaku*. We did it last issue, but had to cut it to make room for some other game that didn't suck as much. Yes, we didn't cut *Horned Owl*, we didn't cut *Dead Heat*, we cut *Two-Ten Kaku*. That's just how bad it was.

So, compared to a real shooter (say, *Galactic Attack* for the Saturn), *Stahlfeder* is a testering, painful bait. But compared to *Two-Ten Kaku*, well, it's a masterpiece. Well, that might be going a bit far. Even keeping *Two-Ten Kaku* in mind, it's still pretty bad. But not quite as bad. Nothing's as bad as *Two-Ten Kaku*.

But anyway, *Stahlfeder*. Six levels. Really, really, slow-moving. The only thing that keeps you awake is the soundtrack, each song of which starts out kind of good for about 10 seconds, but then keeps the same grungy techno-ish riff about 6 trillion times in each unbearably long level. Each level has a couple of polygon enemies, and a polygon boss, but they're such a snooze to fight, and look so out of place, that it's hard

to be impressed.

The only cool thing about *Stahlfeder* is the variety of ships, each of which has two different weapons you can switch between at any time. So if you want to play it again, you can have a somewhat different (but equally painful) experience with a different ship. Except of course you won't want to play it again, 'cause you'll probably boot it the first time. That is, if you can handle the stupidest test boss in the history of video gaming.

It has some choppy parallax and okay effects, which is a heck of a lot more than *Two-Ten Kaku* ever had. So, for some reason you had to buy an overhead shooter for your PlayStation, and already had *Gambler* and *Twins Bee*, *Yahoo* and *Philosoma*, buying *Stahlfeder* would be slightly preferable to buying *Two-Ten Kaku*. Of course, let's face reality here. When would anyone ever really be in that situation? This whole paragraph is just a horribly failed attempt to say something nice about *Stahlfeder*. I probably shouldn't have even bothered. It's just a complete and utter pile. -Takumi



**TAKUMI**  
IF YOU ARE SLUDDY  
MUST HAVE A SHOOTER,  
DON'T BUY STAHLFEDER!





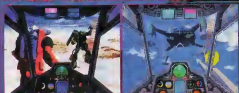
### Sailor Moon Super S

Wow! A fully rendered CG Sailor Moon fighting enemies with amazing 32-bit effects from Ang-1. due in early March! How can kids get any better?!

### Track & Field in Atlanta



Even though Konami's resigned themselves to a sports-infested future, they haven't forgotten their past. *Track & Field* returns! Whip out those turbo-fire controllers, 'cause T&F in Atlanta's coming this summer.



### Mobile Suit Gundam V2.0

Another thrilling battle between Char and Amuro in the never-ending *Gundam* saga is headed your way from Banpresto. A 3-D shooter like last year's *Gundam 1.0*, you now have the option of playing as the Zion forces and fight against Gundam. Yeah! *MSGV2.0* is due in March.



### Galaxian<sup>3</sup>

Supreme joy will soon be yours with Namco's top F&V excitement, *Galaxian3*. G3 combines several Namco arcade Theater-6 games like *Project Dragon* and *Attack of the Zolgear* with a new scenario, *The Rising of Gorb*. G3 is due in Spring.

### Super Ninja Goku

Santes, makers of the terrible-beyond-belief PS shooter, *Stratolider*, have a 3D rendered action/platformer based on the ancient Chinese legend of *Saluki* headed to your PlayStation. *Super Ninja Goku* will be available in Spring.



### Jumping Flash! 2

Here's a few more shots of *Jumping Flash! 2*. Although it looks very similar to the original, *JF2* offers many more levels than its predecessor, which is all the original needed to be a transcendental experience. *Jumping Flash! 2* will be available sometime in spring; we'll have a review soon.



Hello, and welcome to the new multimedia Postmeister! Yes, as you can see, I've exploited the advanced computer technology of today to bring you a pie chart, and a cartoon! So, anyway, I thought you might like to see a scientific breakdown of the kind of mail I receive here, so I've painstakingly compiled the info... for you. Because I love you. Each and every one of you. Well, not all the anti-violence wackos and Atari Jaguar-related conspiracy theorists, but all the rest of you. So, if you'll turn your attention to figure 1a, you'll note my lovely pie chart, showing the most common reader concerns. And in figure 1b, the games I'm most often asked about.

#### Pie chart:

Most frequently broached issues:



#### 26% RPG-Related Issues

We get many impassioned pleas from readers wanting to start pro-RPG letter writing campaigns, political parties, live-bombings, whatever. You have the Postmeister's full support...

#### 14% Square and Enix

Ao Square and Enix really not releasing any more games here? For the time being, yes...

#### 12% Saturn Interiority Complexes

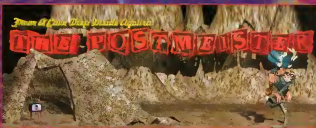
It's funny, 'cause we get more letters from Saturn owners than from owners of any other system, by far. And they all start with "I know I'm the only one in the entire universe who prefers the Saturn..." Pretty pathetic, really. Sega should start some group therapy system or something... Let's just all have a hug.

#### 12% Cover Art Butchery

Next to RPG's not coming out, our readers' most impassioned concern. We get hundreds of letters about this every month, and I assume game companies must, too... Too bad none of them seem to care...

#### 11% Atari Lovers

People who just can't accept that the Jaguar is dead, and people who blame



us for killing it. Sorry folks, it's over. Accept it.

#### 11% Virtua Fighter II Nitpicking

People pointing out that changes were made in VFII and Rally after we reviewed it. My favorite quote: "I hope you jerks at GameFan get beat down by the locals the next time you go to Nippon." We love you, too.

#### 8% General Wackos

About 3/4 of the letters that fill this column are damning us to hell for interviewing Glenn Danzig (or as one reader lovingly referred to him, "Lucifer."), and to a lesser extent, Clive Barker. The other quarter is made up of people accusing us of glorifying violence by covering Mortal Kombat and Legacy of Kain.

#### 3% Want PCFX into

We'll have a PCFX update next issue, probably.

#### 3% Atari Conspiracy Theories

This one probably shouldn't count, 'cause it's only like two people who write about 600 letters a month each. One constantly tries to prove that Sony and Sega and Nintendo (all guided by the Japanese government) brutally crushed Atari because they're American. He sends them to us because we're "the only ones (he) can trust." The other guy's theory is too convoluted to fully comprehend, but somehow, we're to blame. Sad, really.

#### Most often asked about games:

##### 1. Samurai Shodown II

This one's been gaining steadily, and now everyone wants to know what it's coming for. Just the PlayStation and (of course) Neo-CD as of yet.

##### 2. Secret of Mana 2

This one's been #1 for the last couple of months, but people are finally starting to lose interest... Or, rather, hope...

##### 3. Marvel Super Heroes

No word from Capcom yet. I doubt a CD system could handle it without some sort of memory cartridge...

##### 4. Genso Suikoden

Now that Arc the Lad and Beyond the Beyond are confirmed, PlayStation own-

ers are getting behind this one in a big way.

##### 5. Resident Evil (for Saturn)

The #1 concern of Saturn owners, now that RayEarth and Shining Wisdom are confirmed. Sorry folks, no word yet...

##### 6. Ultimate Mortal Kombat III

It's coming for just about everything except the N64.

##### 7. Castlevania

This year for the PS-X, Saturn version still in doubt.

##### 8. Tenchi Sozo (Creation of Heaven and Earth)

We've heard Nintendo's licensing it, but still no confirmation.

##### 9. Romancing Saga III

Not a chance, I'm afraid.

##### 10. Dragon Quest VI

A possibility for a Nintendo license, but don't bet on it.

#### Dear Postmeister,

I have some questions that I'm sure a lot of people want answered. Please answer at least a couple at the more important ones.

- 1) Is Akira Toriyama alive? A Korean friend of mine recently returned from his native land with 38 tapes of Dragon Ball and the news that their creator had died in a tragic car accident. If, heaven forbid, my slightly unreliable pal is telling the truth, does this mark the end of Dragon Quest and Chrono Trigger?
- 2) Why did Capcom change the name of Street Fighter Zero to Street Fighter Alpha?
- 3) What happened to that new four-button tighter involving robots that Capcom was developing?
- 4) Will that cool looking Robotech game for U-64 still be coming out upon system release? I didn't see it in your review of the Shoshinkai show.
- 5) I've locked high and low for Darkstalkers 2 in the arcades, to no avail. Is it planned for the home systems?
- 6) Is Resident Evil going to be exclusive for the PS?
- 7) What does Konami have in store for the new systems? Anything new?



# R REVIEW



SEGA SATURN

DEVELOPER - SOJ

PUBLISHED - SOJ

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - BEGINNER

AVAILABLE - NOW JAPAN



ORION  
A TOUGH GAME  
TO HATE...

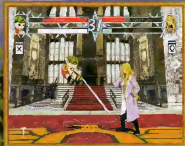


Home fighters today seem to be getting more and more advanced, from the smooth animation of *Night Warriors* to the massive amounts of textured polygons in *Tekken 2*. Then *Ninku* came along. Having a more "cartoony" look than most fighters (actually based on the popular anime of

the same name), this game relies on humorous gameplay rather than strong mechanics or visual splendor for its appeal.

First of all, *Ninku* has some of the strangest characters, with the weirdest moves, I've ever seen in a fighting game. One of the more demented of the 8 selectable fighters is Touji, who does things like taking off his loincloth (the only fabric on his body) and using it as a weapon (we won't even go into his super). Then there's Fusake, who's got to be the coolest fighting game character of all time. This little dude uses his small size to run under fireballs, and licks his enemies to humiliate them.

The moves are easy to perform (nothing really more complex than the standard fireball motion), and the more you use them, the



# NINKU





faster your special move bar fills. The special moves are also simple to pull off, adding to one of the major faults of this game: *Winku* is way too easy. I was able to beat the game, using two moves over and over, without even losing a round.

Unlike most fighting games, *Winku*'s characters are all animation based (they all look exactly like their TV counterparts). Actually, this would have been a great idea, if the fighters weren't missing so many frames. The backgrounds, on the other hand,



are gorgeous. Before each match the camera pans around the current stage, giving you a perfect 3-D view of each texture mapped level. The music is also very good, with tunes ranging from classical to techno, each of which perfectly fits the background it represents.

*Winku* is a hard game to hate. Even with its choppy character animation and lack of difficulty, I still found myself having a good time. If you're a fan of the anime, or are just looking for a laugh, you certainly wouldn't be wasting your time giving it a try. -Orion



# ES Storm's IMPORT SATURN Previews

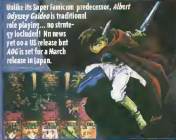


**TOMB  
RAIDERS!**  
STARRING LARA  
CRUZ

*Tomb Raiders* is starting to look as good as the story sounds. Check out the added features since we showed it last (Nov. '95). 70 may hit first in Japan. That means actual good box art to you and me and a case you don't need a garage for!



Unlike its Super Famicom predecessor, *Odyssean Gaiden* is traditional role playing... no strategy included! No news yet on a US release but AOG is set for a March release in Japan.



Here's my prediction for Saturn action/platform sleeper hit of the year. Keino no Pochi (her flying dragon) are back in action. This non-rendered (yes!) platformer features brilliantly animated and detailed hand drawn art, 30 fps animation sequences, and is loaded with great gameplay. Keino can dash, find and use lots of weapons, and after saving Pochi, use him in battle. Since Keino's Flying Squadron for the Sega CD bombed here (it had no user base left to buy it), I doubt JVC will risk releasing this one over here, so JVC may have to track down an import when it's released in Japan this April.



Working Designs has picked up yet another burning hot Japanese-bred RPG. *Dragon Force* features a complex story, many, many characters,



and as you can see, the most spectacular fight scenes ever in an RPG/strat setting. *DF* releases this May in Japan. Look for the US version after you come down from *RayEarth* and *Shining Wisdom*.

Massimo's dragonair, with character design by classic 2D's talented Bruckner, is due in June.



## GUESS WHO'S COMING TO SATURN... MAYBE

Word is that *Fighting Sonic*, along with two other Sonic games, are headed our way. Here's the skinny right from the AOU show floor. Fight characters so far with eight special moves each, so far. Get hit, lose rings. Pick 'em up during a fight for bonus points. Sound Sonic-ish, sound awesome? Well, it is! Sonic and the rest have



all their trademark moves like Sonic's spin dash and Knuckles flying and, the game moves like a dream. I'll be bringing you MUCH more on *ES* next and every month along with more info on the Saturn version if it is indeed confirmed. Seems like a no-brainer, really.





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SEGA SATURN

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# SEGA SECTOR



## P PREVIEW THE GENESIS

DEVELOPER: ICEION  
PUBLISHER: OCEAN  
FORMAT: 32 MB CARTRIDGE  
# OF PLAYERS: 1-3  
DIFFICULTY: N/A  
AVAILABLE: MAY



**E. STORM**  
HOLY FRANK ON TOAST!  
IT'S LOBO ON THE  
GENESIS.



Comic book aficionados should be jumping for joy. That lovable character who's goal in life is to help others... uh, wait, that's that other guy. Let's start again... Mass murderers should be jumping for joy. Their role model, Lobo, has his very own Genesis fighter coming out. We find Lobo on his Harley, taking off for a little intergalactic bounty hunting after a vicious fight with his employer, (or ex-employer) Vril Dox.



Lobo must conquer each one... and these ain't no school girls. Rival characters include, Luo, Kris Krusher Kringle (who else could get away with offing Santa), Shroin, Robert Denitro, Vril Dox, and the most evil of them all, a clone of Lobo himself. Besides the fact that each





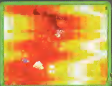
villain has a vast array of character specific weaponry, fluid motion captured animation, and 27 moves, the entire game is pre-rendered on SGI workstations. This means big graphic satisfaction to you and me.

At this point, not much can be said about a combo system, (although two-in-ones do seem possible) balance, or move execution, as we are drawing from a yet un-completed cart. But Lobo seems plenty deep. Some of the button commands (especially the finishing moves), read like algebraic equations, but that's part of the fun in today's modern fighters.

What can be commented on, however, is the graphic presentation in Lobo, and I can assure you, by Genesis standards it's mighty impressive: The backgrounds are diverse, colorful locales including galleys, a sewer, and the Frankish fortress of Kris Kringle, complete with falling snow. Gameplay options include solo, practice, versus, and a tournament mode allowing up to eight players to join the fun, or, pain. Lobo's coming home this May, for the Genesis and SNES. We'll do our best to bring you a review of both in our next issue. In the meantime, here's yet another reason to hold on tight to your Genesis. There's more coming out of '96!

E Storm





OK, let's do the math... Square programming + 56k rendered graphics + Mario + Role Playing. Hmm, I wonder if there's any chance this game will sell. I think it's safe to assume that just about every SNES owner out there is anxiously awaiting this unbelievably uncharacteristic installment of Mario. And for more reasons than just the rendered graphics. For starters, I believe this is the first non-

Miyamoto directed Mario game. It's also of course Mario's first Role Playing experience, and who better to introduce him to the genre than Square...



# P PREVIEW SUPER NINTENDO

DEVELOPER - SQUARE

PUBLISHER - NINTENDO

FORMAT - 32-BIT CD-I

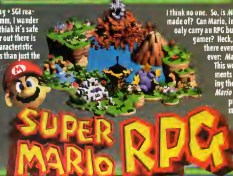
# OF PLAYERS - 1

DIFFICULTY - EASY

AVAILABLE NOW JAPAN - NOV. U.S.

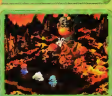


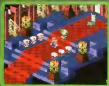
SWEET ENOUGH FOR THE YOUNGEST FAN, COOL ENOUGH FOR THE MOST DIE-HARD ENTHUSIAST. 32-BIT + CD FOR FIFTY BUCKS... SIGN ME UP!



I think no one. So, is Mario RPG the stuff that silicon dreams are made of? Can Mario, in all of his wacky, waddling catears, not only carry an RPG but attract the more sophisticated RPG gamer? Heck, I don't know. I'm no marketing genius (is there even such a thing?). I do know one thing however: Mario RPG definitely sucked me in.

This wonderful game has all the trademark elements that make Mario games so great, including the entire cast (and then some) of famous Mario enemies, intriguing gameplay that mixes puzzle-solving, platforming, and even some musical prowess, along with the feeling you get whenever you fire up a Square programmed game. I can't exactly say the story is intriguing or that the drama is at the fever pitch you'd see in an installment of Final





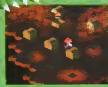
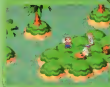
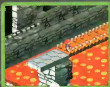
HEY, PIZZA FACE! ARE YOU A GONNA PLAY MY GREAT NEW ROLE-PLAYING GAME? I SURE HOPE 'A CO. IT MAY BE THE LAST TIME YOU SEE ME ON THIS PIDDLY 16-BIT MACHINE. YOU FRUIT CAKE. NOW QUIT WASTING TIME AND GO BUY MY GAME...



Fantasy, but hey, this is Mario. He is after all, well... a plumber who never fixes anything. In fact, he has only one goal in life, saving Princess Toadstool. Just how intriguing and drama-filled can the story be? Square does love you though, and has provided a formidable dose of joy in each and every aspect of the gameplay.

During Nintendo's stay at Gamefan, we were allowed only a few hours with Mario RPG and experienced many aspects of gameplay. Basically, you maneuver Mario throughout each laud, avoiding enemies and overcoming obstacles. When you touch an enemy, he picks a fight and you are transformed into an isometric, menu-driven battle where Mario can use an assortment of classic attacks, as well as a broad range of magic spells. The fight menu is in the vein of *Sacred of Mana*, and works very well. The special effects within the fight





scowls are some of the best we've ever encountered on the SNES, and both Mario and his attackers animate. Probably the corniest thing about *Mario RPG* though, is the humor. You see, Mario never speaks. Ask him a question and he'll just ood. And when he tells a story, he does it by mimicking the characters he's describing, imitating an angry Bowser for instance. When asked to prove it he's indeed the real Mario, you'll find that only one button works... the jump button of course. As soon as he leaps the villagers believe, "You are Mario!" All this, plus music from Koji Kondo, and at least 30 hrs. of gameplay, all in a 32-meg Ci boxstrio cart for just \$49.99 suggests that this indeed will be yet another reason to hold on to your SNES 4-ever! We'll have a detailed review of *Mario RPG* next month. —B. Kish

YAKI: It was amazing, now I just saw GERO walk into the forest. Now, shut up!

DOWNS: All right people! Form rank!

The bridge is down, but we'll find a way to get back. And move this on the double!



# Bahamut Lagoon



Bien

**R**  
REVIEW



SUPER FAMICOM

DEVELOPER: SQUARE

PUBLISHER: SQUARE

FORMAT: 24-MEG CARTRIDGE

# OF PLAYERS: 1

DIFFICULTY: EASY

AVAILABLE NOW: JAPAN



NICK ROX

Square: They who make really pretty games. As far as I'm concerned, Square's made nine great games: Final Fantasy I-IV, Final Fantasy Tactics, and Remnant. So far. Yet, in the past year or so, Square's released a number of great-looking yet deeply painful titles with little gameplay: Chrono Trigger, Secret of Mana 2, the upcoming Treasure Hunter G, and the game you see here... Bahamut Lagoon. As expected, Bahamut is chock full of blazon effects, decent music by Norio Matsuyama of Final Fantasy fame, and plenty of simple, utterly insane, boring gameplay.

The setting is the world of Aerulus, a vast expanse of sky in which seven floating continents exist: Graveruby, Carna, Theos, Campbell, Opaline, Gelford, and Michael. One day the peaceful continent of Carna is invaded by the ruthless Southern Dragon, a dragon revealed that he has come for Princess Yoyo, a legendary Dragonair, a human born in times of great peril who can speak with dragons. Southern means to use Yoyo to awaken the six god-dragons of Aerulus: Valtra, Hyverton, Garado, Leviathan, Jermengard, and Bahamut, King of Dragons, to conquer the world.

You play as Bova, captain of the Carna Dragons, and at first your quest is to save Princess Yoyo along with Yoyo's loyal servant (and a skilled heavy knight) Matelite, the royal wizard Sendach, and a meager army of castle-folk and a few pitiful dragon-pups. Soon, however, your journey will become a quest to awaken the six god-dragons and unravel an ancient, dark secret. (Who could've thought?)

Bahamut is basically Shining Force with dragons. With the novel "Dragon Grow-Up System," you lead your dragons various artifacts including weapons, armor, healing items; indeed, any item in the game, and their power increases accordingly. After several feedings, the dragons will mature into fully grown beasts. The problem here, however, is that the dragons have tens of thousands of hit points - while you



have only hundreds, or thousands. You can win many dragons by slaying three and tending the dragons (to which you can only issue commands of "Come," "Go," and "Wait,") deplete the enemy WAY too easy. Even if you had no dragons, the game would still be too simple - almost every character has "hold" attacks (that you don't have to deliver casts in one hit) and usually smash the enemy, what's the point of going into hand-to-hand if you can hit the enemy much harder from the main stage? There are a few innovative strategy elements here, like building bridges on as to trap the enemy, breaking rivers to create paths over the water, and setting forests alight to deter enemies from passing through them, but these insubstantial improvements cannot help a flawed engine.

The graphics are excellent, but certainly not Chrono Trigger or Secret of Mana 2 caliber. Oddly, every scene is framed in a transparent, rainbow-haze that rather conspicuously disappears when ever a transparent spell effect is on the screen. The usual range of Square effects is here, but the biggest graphics innovation in Bahamut is the multi-jointed characters and enemies that move ultra-smoothly, far beyond what standard animation could provide on a cartridge. The music is pretty good, with some excellent tracks, but mostly it's Mabeo-wannabe filler.

Bahamut isn't bad, and it is a bit harder if it would have been quite good, but it's far from what most gamers associate with the recently-horrendous concept of "Square quality." If you need Square strategic power, buy Final Mission, my personal beloved tactical tour de force, and avoid BL altogether. You'll be happy you die.

- Nick Rox



Yoyo

Breed 'n' Lead a Dragon Army



A person with a wide, toothy grin, showing their teeth, holding a knife. The image is in a blue and black color scheme.

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## CAL'S CORNER

Basketball season is upon us. The NBA is in full swing, March Madness is right around the corner, and at least EIGHT new home and arcade hoops games are on the way. (Including those previewed this issue, look for new coin-ops from Midway, Konami, Sega, and Data East.) To separate itself from the pack, Acclaim recently held a press event as part of NBA All-Star Weekend to launch its new coin-op, *NBA Jam Extreme*. The event was spectacular. We all got to see the dunk contest, the three-point contest, the rookie game, and of course, the All-Star Game. (Shaquille O'Neal over Mr. Robinson in his house, dominating the second half, and he doesn't get MVP? C'mon!)

I guess the topic I want to discuss this month is what I consider to be a slightly questionable deal cut between Acclaim and the NBA. According to reliable sources, the NBA was very pleased with their take from Acclaim's home versions of *NBA Jam* (which of course grossed way more than the original arcade game). So the NBA oh-so-intelligently awarded the use of the name *NBA Jam* EXCLUSIVELY to Acclaim for the sequel, dissing Midway completely. Midway's Mark Turmell, creator of *NBA Jam*, is currently working on the ACTUAL follow-up to *Jam*, entitled *NBA Hangtime*. However, with license in hand, Acclaim has created their own rendition of a *Jam* sequel, called *NBA Jam Extreme*. As mentioned in the preview it's a great game, but my question is: Is there an executive, somewhere inside Acclaim, who has a hard time looking at himself in the morning? Hoarding a basic game-play engine, even if you've published the home versions, just doesn't seem right to me. I bet Turmell's not a happy camper right now. There's been some pretty bad fighting game ripoffs recently, but nothing comes close to this... in my personal opinion, of course.

Acclaim's getting good mileage out of the tried and true *Jam* license. *College Slam* is synonymous with the 16-bit *NBA Jam* F.E. game engine with new graphics and college teams. My burning question for Acclaim is: not being able to replicate college players faces, a trademark feature which helped bring the *Jam* to fame, what's the hook for *College Slam*? In any case, a vast majority of the top NCAA teams (on actual NCAA license, though) are featured, including my favorites, the CAL Golden Bears and the Virginia CAVALIERS. There are head-to-head, full tournament, and final four options which accommodate four to four players. But still, the gameplay is, in almost

**"Chip"**  
 Ahh, Konami, a company once known for two spectacular series, *Castlevania* and *Contra*. My big question is, what are they doing lately? In the arcade category they have almost no input, but sports is a saturated category driven more by licensing than creativity as of late. Konami's 1993 was extremely blessed with its excellent *Blitz* in the US. *Blitz* was a magic. Konami's arcade really hurt, otherwise it's a nice looking 3-D game that plays very well. Basically these games are dead, so either you're screwed up, or just repetition. The 3-D versions look great but until I get a new one but run, I'll stick with what I know.

## VIEWPOINTS



Chip



Cal Cavalier



**BOTTOM OF THE 9TH**  
PLAYSTATION  
KONAMI

Two years out of the sports market, and it's starting to show. Konami's just a bit rusty with *Bottom of the 9th*. It's definitely a solid, playable baseball game, but bits of break-up in the polygons and a quirky batter's box indicator trip things into the past (by default) PS baseball, but a misadventure compared to *World Series* on Saturn.



## GameFan Sports Previews



The most successful sports game of all time, *NBA Jam*, is back, but that's no surprise. The big surprise is that Midway had nothing to do with it. Acclaim went off on their own this time... and the game is actually quite good.

I have been skeptical about Acclaim's alleged turnaround, but with the power of *GP* (God and this game), it's starting to look real. Scriptured Software has done a great job of bringing *Jam* into the 32-bit world. The game features textured polys and still plays in the traditional 2-D perspective, but there's tons of exciting 3-D on the fly camera shifts to make the game feel more realistic and like a TV broadcast. The game's sprites are HUGE (I'd estimate 30% bigger than the old sprites), and you still get real players with digitized faces mapped onto the polys.

Gameplay is 100% of the old *NBA Jam* engine, but with many upgrades. First is the addition of a fourth button, the *Extreme* button. Basically a Super Turbo (think of Turbo as a run button and *Extreme* as a dash button), *Extreme* enables new gameplay techniques and of course lets you run really fast, but at the cost of twice the normal Turbo meter expenditure. The Turbo meter, by the way, will now deplete more quickly in general and won't regenerate as fast, making for more strategic use of the meter (it rarely ran out in old *Jam*). Other new gameplay includes diving for loose balls, money more dunks (at a cost), and a whole slew of new hidden characters (including editors from game magazines, whee!).

*Jam Extreme* is tons of fun, features enough new gameplay to justify its existence, and might well keep pace with or even exceed Turmell's *Hangtime* (I haven't seen it yet; I'm praying for all-new hardware, but I've heard that it's the same engine with just new sprite graphics and effects... ouch. In any case, we'll know for sure at the coin-op show in March.)



every aspect, *NBA Jam*. So, if you are one of the two people who've never played *NBA Jam*, you must, must, must purchase this game. Otherwise, uh, well, hmmm, I'll try to think of something else to say...



Though Konami hasn't quite reached the pinnacle of 32-bit sports, they have come off the line first, and given us a powerful basketball game already. And now comes *Bottom of the 9th*, Konami's first next-gen baseball effort, which is a slightly quirky, gaudy-shaded polygon baseball game for the PlayStation that, while not quite as impressive as *World Series* for the Saturn, is still a fairly good PS baseball game.

*Bottom of the 9th* doesn't hit anything into the power all-y with its graphics. The game has only one camera angle and decent (but not excellent) motion-captured polys. Unfortunately, there's a bit of noticeable flicker and glitchy break-up among the polys.

The gameplay is good, but Konami might have been a bit too ambitious with the control schematics. The batter's box interface is

very different from past baseball games and takes LOTS of practice, so don't expect this to be a game you can just pick up with the ol' RBI skills. There are some useful options including a training mode where you can hit for either accuracy or power, and the size of the control box is appropriately affected.

*9th* is a good enough game to keep you occupied with a season mode, and the real player licenses (including many signature swings and stances for actual players) will keep MLB fans entertained, despite the lack of "real teams." The sound is great, especially the brilliant intro music and the fluid, American-sounding play-by-play announcer. Until competition emerges, Konami has the inside track on the PS pennant (even if by default). -Cal Cavalier



**GAMEFAN SPORTS**



**REVIEW**



DEVELOPER - KONAMI
PUBLISHER - KONAMI
FORMAT - CD
# OF PLAYERS - 1-2
DIFFICULTY - INTERMEDIATE
AVAILABLE - MARCH



**CAL CAVALIER**  
SO WHERE'S CASTLEVANIA ALREADY?



# NBA Shoot Out

AMERICAN  
SPORTS



PREVIEW



DEVELOPER - SONY

PUBLISHER - SONY

FORMAT - CD

# OF PLAYERS - 1-8

DIFFICULTY - ADJUSTABLE

AVAILABLE - APRIL



CAL CAVALIER



It's just \$0 over for everyone. Sony, the clear-cut champ of football and hockey, has created a game so heart-stoppingly spectacular that even anti-sports gamers can't stop talking about it. *NBA Shoot Out* does what the PlayStation was meant to do: 3-D polygon, shift-on-the-fly, fluid, realistic environments.

This baby's generating 225,000 polygons per second, resulting in the best polygon movement I've ever witnessed in a sports title (and possibly any game ever). There are seven unbelievable camera angles, including a "manual" where you can adjust the camera. From the too-powerful-for-words instant replays, to the reflections in the floor, to the mega-smooth, motion-captured animation, *NBA*

*Shoot Out* is so close to perfection that I almost want to call it the first "Second Generation" PlayStation game.

The game of course features real NBA teams and players, and a smorgasbord of season/mode options. The gameplay keeps stride with the superior graphics, and feature a vast selection of show stopping (some totally unique) moves: alley oops, 360° jams, tomahawk slams, jump shots, speed bursts, steals, blocks, windmill dunks, reverse dunks, mid-air dishes, and dunking over defenders! Okay, it sounds like I copied a Sony feature list (I did), but our version was incomplete... I have the utmost faith in these guys; it'll all be there, trust me.

*Shoot Out* breaks new ground in, well, almost

## CAMERA VIEWS



## MOTION CAPTURE

Sony cares so much about all the fans, they just had to take the time and money to motion capture Latrell Sprewell of the Golden State Warriors! All right!



every area. This is the first multitap game to support 8 players (two taps plugged in, awesome!) The commentator has possibly the smoothest, clearest voice ever (No. CA fans will recognize the voice; it's NBA PA announcer Dick Calahan from the Golden State Warriors). There are lots of gameplay options, including the ability to trade players along with arcade and simulation modes.

And of course, you can save your season to memory card!

In the preview version we played, there were some unfinished aspects, and it still had the lightest AI I've ever experienced. After the obvious tweaking takes place, we'll give you the final word on NBA Shoot Out, but... with Sony's track

record... things look just a bit grim for everyone else. -Cal Cavalier





# SLAM 'N JAM '96

GAMEFAN  
SPORTS



PREVIEW



SEGA SATURN

DEVELOPER - CRYSTAL DYN.

PUBLISHER - CRYSTAL DYN.

FORMAT - CD

# OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - APRIL



CAL CAVALIER



Crystal's highly acclaimed *Slam 'N Jam* is back on Saturn. Dubbed (by myself, at least) the greatest basketball game of all time in its original incarnation, *Slam 'N Jam* has been surpassed by other polygon heavyweights, most recently *NBA Shoot Out*. Will '96 be improved enough to recapture the title?

In its early preview form, *Slam 'N Jam* '96 appears very, very similar to the previous version, but with much smoother animation. So far, the gameplay seems to be going in the right direction with all the alley-oops, dunks, rejections, etc. found in the original. The 3-D, over-the-shoulder perspective is one of the most effective, playable viewpoints in any basketball game (If you've never played the original *Slam 'N Jam*, think of a 32-bit *NCAA Basketball*). And Crystal does a fantastic job of exploiting it, with solid, glitch-free sprites.

What new features will be in *Slam*, it any (such as multiple camera angles, new play mechanics, etc.), remains to be seen, but the addition of real NBA teams and players is a big plus. How the game's new name-sakes, Magic Johnson and Kareem Abdul-Jabbar, will participate is unclear, but you can't help but pull for Magic in anything he does. Maybe this will be the beginning of a new video game era for the Magic man, whose Virgin outing was, well, a big air ball. —Cal Cavalier



ALLEY OOP!!!





# KI2



The long awaited coin-op sequel to Rare's rendered fighting game is now slowly trickling into arcades nationwide. *Killer Instinct 2* not only improves upon KI's graphical splendor, it also manages to branch off and further refine its own, distinctive style of gameplay. This is a good thing.

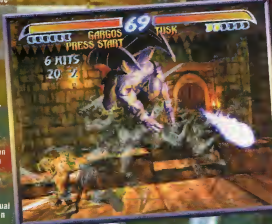
Great gameplay might be the key to a game's longevity, (and *KI2* has that in spades) but it also takes great graphics to attract new players. Knowing this, *KI2*'s designers lavished even more attention to graphical detail and introduced even more cutting-edge special effects in this new and improved game. Let's take the characters for starters.

All the fighters were painstakingly rendered on sophisticated Silicon Graphics computers, resulting in an alarming amount of realism and personality in the characters. You can actually see the veins in Jago's biceps and wind blows through Kim Wu's hair convincingly.

In the first *KI*, all the characters had this expressionless "glossy-eyed" look on their face. *KI2*'s fighters now possess more emotion and realistic attitudes during each match. In some cases, a single move can have up to 3-voice samples devoted to it. Rare did their homework.

The backgrounds possess an equal amount of refinement and attention to detail as the characters. Each round begins with a flashy, multi-perspective zoom-in camera technique that brings plenty of "oohs" and "ahhs" from passers-by and players alike. Impressive!

A quick visual scan of the background graphics further reinforces Rare's hard-earned "SGI gods" status. In the 2-D stages (there are seven 2-D stages and six 3-D stages in all) there is an insane amount of line-scrolling on the ground plus up



## R REVIEW



### ARCADE

DEVELOPER - RARE, NINTENDO

PUBLISHER - NINTENDO

FORMAT - ARCADE

# OF PLAYERS - 1-2

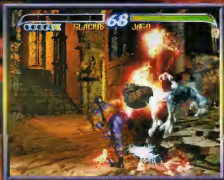
DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



K. LEE



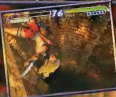


to 5 layers of parallax in the very back of the level. Not only that, but you can also nudge, break and interact with objects in the background. Walls smash to pieces, lava comes flying in from the background and trees leaves fly off branches.

The depth of gameplay in *K2* is so extensive, it would take an entire book to properly explain it (God, what a great idea!). In the original *K1* an inexperienced player could win with cheap moves alone. In *K2*, all of that has been fixed. Every move and tactic can now be alleviated or countered in some way. In other words, a skillful player will eat a cheap player for breakfast. When this game was first on test, I read some negative feedback from players via the Internet. "The first one was better." "The game doesn't have any counters," and "There's nothing new here" typified the mood on the 'net.

Well guys, *K2* is MUCH different (and better) than the first game, there ARE counters in the game and there are also countless other





gameplay techniques, secrets, and tricks yet to be discovered in Kiz2, believe me. In fact, Kiz2 is the deepest fighting game I've ever played, bar none.

Nintendo and Rare have created a highly polished and refined fighting game that is easy to pick up, difficult to truly master, and most of all... fun. For only their second attempt, Kiz2 is an amazing piece of software. The scariest part is that these guys are just getting started.

- K. Lee



## MULTIPLE ENDINGS



- 8) Will LucasArts bring any of their SCUMM story system games to U-64?
- 9) Can X do any SF moves in *MegaMan X3*?
- 10) How can I get ahold of copies of production art from games, specifically Capcom games, that you guys get for the magazines?

Jonathon Holmes  
Buxboro, MA 01719

- 1) My god, not! He's ended *Dragon Ball*, but he's still alive and well... At least, I haven't heard anything to that effect, and since he's probably Japan's most popular manga artist, I'm sure it would be mentioned in all the Japanese magazines.
- 2) Who knows? I mean, it still has the "Z" thing in the character select screen, they should have just left it the same...
- 3) Cyberbots? It came and went, I suppose, although I'm sure you can still find it in arcades.
- 4) Nintendo only showed games that were definitely coming out for the Nintendo64 in Japan at the Shoshinkai, and it's unlikely that GameTek has the foreign rights to Robotech, or would be releasing it there. I'm sure it'll be at E3.
- 5) *Night Warriors* never made it out of test market here... It's out for the Japanese Saturn, and is coming to US Saturns in a month or two.
- 6) It's looking that way.
- 7) They have that gorgeous *Genso Suikoden* in Japan, but no news of a domestic release. They also have *Bradius Deluxe Pack* (with *Bradius 1* and 2), and *Castlevania* and *Contra* are in the works.
- 8) For the N64? You look at the MS4 and think, "Wow, I wonder what Maniac Mansion would be like on this?" You're kidding, right?
- 9) See *Hocus Pocus*.
- 10) Start your own game magazine? Peel it off a coin-op? Buy the Capcom illustrations book at your local Japanese bookstore? (I know there's a Sasuga Bookstore somewhere in Mass...) If you're interested, you can also get illustration books for SNK games, *Final Fantasy*, *Romancing Saga*, *Tactica Ogre*, and a ton of others.

Dear Posty,  
Why didn't you write anything about the Ultra 64 in the January issue? I have some questions I hope you will answer. Here goes:

1. Will the Ultra disk enhance the Ultra 64 in any way?
2. Will the Nintendo 64 and Ultra 64 be compatible?
3. Does Square plan on a *Final Fantasy*

all stars type game for the Ultra 64, or *Chrono Trigger*?

4. Are all the buttons on the Ultra controller analog-based?
5. How much RAM does the Ultra 64 have?
6. How much memory does the Ultra memory card hold?
7. In the November issue you said Ultra 64 changed the R4200 chip to a R4300, which runs at 150mhz. Is this true? Thank you for your time.

Matthew Criswell  
San Antonio, TX

*Nintendo's keeping the press in the cold about the Nintendo64 until E3.*

1. Besides the obvious benefits of games with more memory, no.
2. We won't know for sure, but we've heard that yes, they will.
3. Square isn't doing anything for the Nintendo64 (it will no longer be called the Ultra) until the Bulky Drive comes out. Then, it's a possibility, but don't bet on it.
4. No, only the stick.
5. 35 megabits.
6. 1 megabit (or so).
7. They did change it to the R4300, but it only runs at 93.75mhz.

Dear Most-Wiser,  
If you've got a minute I was hoping you could answer a few questions for me. What the heck is going on over at Virgin? It's been about a year since I first saw those groovy-looking screen shots of *Spot Goes to Hollywood* for the 32-bit platforms. Now I see a Genesis version and it's got Acclaim's name on it. What's up with that? Is the delay of the next-gen versions due to Dave Perry's departure, or have they just been scrapped entirely? You know everything, so if you could clue us all in I'd be one happy gamer. P.S. If they've gone "PC game only" on us, forget I asked. P.P.S. I walked into Best Buy today and saw a large crowd (10) playing *Criticom* for the PS-X. Ten feet away was a Saturn with VF2 playable and NOBODY was standing there. "Go figure."

Mark DeSharke  
Garden Grove, CA

*Worry not, Spot's alive and well for the 32-bit machines. The main development team was switched over to work on the next-gen versions, and the 16-bit ones were sent out of house to be completed, and then licensed to Acclaim. Dave Perry had nothing to do with it... he left quite a while ago, and Virgin has plenty*

*of experienced programmers left. Anyway, Virgin definitely hasn't gone PC-only (perish the thought). They've got a number of 32-bit projects in the works (including the game conversion of John Carpenter's *Escape From L.A.*), and have 1 Nintendo64 game and 3 M2 games in the works. As for Criticom... Gah... Clearly there are many more people that must be saved. The Most-Wiser Postmeister's work is never done.*

Dear Post Guy,

1. What is the new Ultra64 release date? How many controllers will it come with? What about memory thingies? Any word on a pack-in?
2. Please print my letter.
3. Are *Doom* or *Descent* scheduled for the Saturn at Ultra64?
4. Is it true Saturn cannot light-source or gouraud shade? And do transparencies? What exactly are parallax backgrounds?
5. Besides the new AM2 lighter, will Saturn get any real *Sonic* and *Ecco* games?
6. Will the Ultra64 have *DKC*, *Yoshi's Island*, a *Yoshi's Safari*-like game, and *Mario RPG*? If so, how will they be different?
7. Will U64 get *Soul Edge*, *Toshinden 2*, or any other PlayStation Games?
8. Is *Resident Evil* scheduled for Saturn or U64?
9. When will *Marvel Super Heroes* be coming home and on what systems? U64?
10. Will *Killer Instinct* (is it even coming out) and *K12* be on one cartridge? (*K1 Deluxe*?) When?
11. Will *Cruis'n* get new tracks or anything new?
12. Will these be on U64 before '97: *Earthworm Jim*, *Mega Man*, *Metroid*?
13. Did you see *From Dusk Till Dawn* or *Broken Arrow*?
14. Will Saturn have *Samurai Shodown 2* or *3* any time soon?
15. What about all those old Sega/Nintendo classics (*Altered Beast*, *Out of This World*, *Battle of Olympus*, etc.)? Will we ever see them again?
16. *Primal Rage 2*?
17. *Saturn Rail Chase 2*?
18. Home versions of *Jurassic Park* or *Aladdin's Magic Carpet Ride*?
19. Can you expand your letters page?

Willyum James Haley  
Hawthorne, CA

1. September 30th. One Controller, one memory card with very limited memory, Mario's year pack-in.
2. I think not. What have you ever done



for me?

3. A new version of Doom's coming for the N64.
4. Saturn doesn't have any of that in hardware. It's simple enough to have software gourd shading... Ayer's Adventure, for example, has some pretty impressive gourd shading. Light-sourcing is trickier, and transparencies are near impossible. Parallax is having many backgrounds that move at different speeds.
5. "TWO" Sonic games in development for Saturn, supposedly. One 3-D, being programmed here in the states by the maker of Sonic 3, and a side-scroller being done in Japan by the original Sonic team.
6. Donkey Kong Country's pretty definite. Shigeru Miyamoto is doing a Yoshi's Island-like side-scrolling game, but no word as to who the main character'll be. Probably nothing like Yoshi's Safari... There was talk about a Mario RPG for N64 a while ago, but I doubt that Square and Nintendo are very getting along too well these days.
7. Very unlikely.
8. Nope.
9. Not yet announced for anything. Probably not the N64. Nintendo wants all their developers to use their 3-D abilities and analog controller, and Marvel's not really a candidate for either.
10. The N64 Killer will have an original game that will have elements of both K1 1 and 2, and some new material. Coming this year.
11. I've heard that it's being redone. We'll see.
12. Metroid probably in '97, no word on the others.
13. Unfortunately, I've seen both. Broken Arrow was okay, but From Dusk Till Dawn... what a pile.
14. Wish I knew.
15. Hmmm... The only one of those I even remotely enjoyed was Battle of Olympus. But I've heard nothing about remaking any of 'em.
16. It's quite possible.
17. Let's hope.
18. Actually, Disney announced they were actually going to make and sell a home VR-ish like system (probably something that works with PC's) based on Aladdin, like, a year ago... I've heard nothing since.
19. Slowly but surely, until I've taken over the entire magazine. Heh heh. Don't tell that Storm fellow.

Dear Postmeister,

I was going to write to you guys last month with many questions about the gaming world, but I had to edit my letter a bit and reduce the number of questions

to fit this little paragraph about how Sega totally ditched RayEarth and Shining Wisdom. As a die-hard Sega fan since the Master System, I had to express my opinions. I think Sega should port ALL RPG's that are produced on the Japanese Saturn to the US since the Saturn specializes in 2-D type games, and most RPG's are 2-D (which makes a deadly combination). I think that porting over games like RayEarth would up the sales of the SS, since the genre of choice nowadays is role playing.

And oow, a few questions, may I ask them? Thanks.

1. Will NBA: In the Zone, Bottom of the Ninth, Goal Storm, Madden '95, Resident Evil, Cricom, Tekken 1 & 2, Soul Edge, Toshinden II, Time Crisis, Zero Divide, Doom, DBZUB22, Street Fighter Alpha, and Loaded be released on the Saturn? I mean, since all the companies that made these games are Saturn 3rd parties, if none of these games came out for the Saturn, it would be totally unfair.
2. Will Samurai Spirits 1, 2, 3, and RPG, Pulstar, and King of Fighters '95 be released on the Sega Saturn since SNK and Sega signed that exclusive rights agreement?
3. Where's the Saturn Sonic? After all, that lil' blue guy is the sole reason I bought my Saturn. Really! Stop laughing!
4. If possible, can you get shots of Virtua Fighter III?
5. Can I expect a Virtua Cop III or anything from AM2 or 3 coming out soon? AM2 RULES! Name who? Rare who?
6. What the heck does "redraw" mean?
7. I have a feeling that the new character in Virtua Fighter III (Japanese Girl) is Kage's mom... Don't you?
8. Panzer Dragoon II? Asial II? Lunar III?
9. Will VFIII be made on 64-bit material? If so, how will Saturn translate it?
10. Will there be a Sonic "All Star" type game for Saturn?
11. Castlevania for Saturn? Ristar? Shining Force?
12. People tell me that Fighting Vipers sucks. I was looking forward to that game. Can you please review it sometime soon? Well, gotta go, Bye, Sai Chen, Sayonara, Paalam!

Michael Berromilla  
San Diego, CA

Mesaya's Langrissa II, Sega's mysterious F(Ph)?antasy Earth, Blue Seed, and Wrinkle River Story, Hudson's Tengai Makyo Gaiden, and a couple of other new titles.

1. Hey hey hey, don't despair! You get Criticom! Heh, heh. Sorry, that's not very funny, is it? Well, Madden '95 will come out eventually, Street Fighter Alpha's out, Loaded's coming, and the Saturn got its own DBZ game, which was a lot better than UB22.

2. King of Fighters '95 is coming in March in Japan, with its own RAM cartridge. No word on the Samurai games, and Pulstar isn't SNK's to license, it's Alcom's.

3. See the above letter!

4. I wish. Maybe after the AOU? 5. Virtua Cop II just came out, Daytona II's coming, as are Virtua Fighter Kids and Fighting Sonic, and AM3's new fighter. Last Bronx (Fighting Vipers w/weapons). More after the AOU (next issue) maybe.

6. In what context? Like, the way a TV constantly redraws the image you see on it?

7. The new character (her name is Aoi) is like, 18. But Kagamaru's mom has existed as a character in the VF world for some time (in sketches and such). Connection?

8. Yes! Maybe! Probably!

9. VFIII will probably be the first Model 3 hardware game, if it's not Virtua Kids. It'll probably be a crunch fitting in on Saturn, but anything's possible.

10. Dare we dream...

11. Maybe! Maybe! Maybe!

12. Awesome game, retarded characters. We'd review it, but I don't think it's coming out here.



Write to Me or I'll Run to Jeckelton

5137 Clareton Dr. Suite 210  
Agoura Hills, CA 91301





## RANDOM INFO

Capcom has announced *Mega Man X3* for the Saturn and PlayStation... and, of all things, the 3DO. *MMX3* is due in late April.

Nintendo64 may be pushed back until July due to an insufficient amount of systems being manufactured. We've heard you'll be able to pay for the system on 4/21, but you'll get it in July.

Namco is rumored to be developing a new *Racer* for the Nintendo64.

A wacky rumor has it that VF3 will be released on the Saturn with an upgrade cartridge next April.

Sony's supposed to be working on a new PlayStation with a built-in monitor.



## LAST BRONX - AM2'S NEW MODEL 2 ARCADE FIGHTER

Yet another Model 2-powered arcade fighting game is headed your way from Sega, but this is the last developed by AM2. Last Bronx, which, coincidentally, takes place nowhere near its namesake (unless you consider downtown Tokyo the Bronx) has no ring-outs ala Fighting Vipers, and you can smack your opponent against the walls. All the characters use weapons, as well. Last Bronx is due the first fall of '96.

## ART OF FIGHTING 3 ON SNK'S WEBSITE

SNK of Japan's new website (<http://www.neogeo.co.jp>) is packed with info on their upcoming, supposedly fully-rendered fighter Art of Fighting 3 as well as updates on their PlayStation and Saturn consumer games, theme park info and more!



Fighting 3 as well as updates on their PlayStation and Saturn consumer games, theme park info and more!



## KOF'95 COMES TO SATURN WITH A ROM CARTRIDGE!

Yes! This is a dream come true for Saturn owners who demand arcade-perfect translations. Sega's unique Twin Advanced Rom System! This allows you to store game data on two media formats, utilizing both at once to store all the backgrounds and animation frames of the original arcade title. The KOF'95 cart/CD combo, which comes out March 29th for ¥7800, will store 16 Megabits of information on silicon, and the rest on CD. Way to go, SNK/Segal!



The Twin Advanced Rom System



Here it finally is... the Virtua Fighter Mini for Game Gear. The biggest shocker here, however, is that the game SCALES! Samurai-style SCALING on the GGI VF Mini is based on the currently running Virtua Fighter TV animation! In action anime gods Studio Pierrot. VFM is out March 22nd... we'll have a review next issue.

FIGHTING DIAPERS!  
BECAUSE IT'S KIDNA FIGHTER ROM

OK, I'm now totally justified in saying that AM2's getting WAY too truly these days. Fighting Vipers, Sonic, and now VF Kids... wacky! Yes, VF Kids plays almost exactly like VF2 though its developers are labeling the gameplay system Virtua Fighter 2.3; and AM2 has also said that they're going to add a few small changes for this release. My only questions are how will the characters interact with each other with such large heads... and, if they're supposed to be "kids," what's up with Sarah's chest? VFVK will be in arcades in Spring/Summer.



CAPCOM



STREET FIGHTER  
ALPHA  
2



# P PREVIEW



## ARCADE

DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CPS2

# OF PLAYERS - 1-2

DIFFICULTY - VARIABLE

AVAILABLE UPDATES

For the past few months, the hardcore SF players at GF (Nick Rax, K. Lee, and the Enquirer) have been speculating about the next chapter in the Street Fighter series. Some thought SF III was finally on the way, but I've been hoping (even praying) for an upgrade to the original Alpha for a long, long time... quite literally, since the first day I saw the game. Original Alpha was, and is, one of the greatest fighting games ever, but those backgrounds just didn't live up to expectations. More characters, more moves, and new backgrounds would certainly make me more than happy to wait another year for *III*.

Capcom has more than answered, they have exceeded my prayers with *SFA 2*. Not just the minor upgrade that I expected, Alpha 2 is the most extensive upgrade any company has ever done to any fighting game. In any case, I expected a few new backgrounds, maybe three new characters, and very few new moves. Instead, we get 100% ALL NEW backgrounds for every character, five new characters, an all-new Custom Combo system, and so much more.

So, first to the subject that I haven't yet stopped talking about since I first saw the game, because I still can't believe it: the backgrounds.

How much of an improvement over *SFA* are we talking about? So much so, that the worst BG in *SFA2* is better than the best in *SFA*. Now, everyone's background is actually PERSONAL.

ALIZED to the character, unlike the charmless Alpha 1 BG's. Dan's background is on the streets of Hong Kong, his homeland. Adon's is his swampy marsh from *Street Fighter I*. Akuma's is a subterranean cave with a shrine of Akuma statues. But the most personality, the details that make you go "hoo-ey," are found in backgrounds featuring Capcom characters. Day's Metro City scene is straight from *Final Fight* and includes Cody, Andre, Jessica, and good ol' Two. P stuck in a nasty Hagar headlock. Ken's Eliza birthday party bash BG is probably the greatest background ever in the history of the universe, with a multitude of characters from popular and obscure Capcom games (such as *Night Warriors*, *Captain Commando*, and *Strider*). Felicia in the hot tub is too cool. Birdie has the most hilarious background... remember the *Final Fight* scene where you beat up punks who hop out of toilet stalls? Well, despite Birdie's lack of association with FF, a very similar scene forms his backdrop, but with one major new improvement: instead of punks popping out of stalls to fight, you simply get to observe their... er... (real and imagined) bodily functions. Let's



## THE ALL-NEW "CUSTOM COMBO SYSTEM"

The big, much discussed addition to *SFA2* is the Custom Combo System. When executed (the exact method is still being finalized; it could be a button combination, a motion, or both... we pray it's a motion), the Custom Combo drains your Super meter into a very short timer. The instant you start the Custom Combo, you are invincible and you slide into your opponent and/or suck them into you. Then you start the combo, where basically ANYTHING can connect, two-in-one, juggle, etc. If you simply flange with this method you will probably get 6 hits and do minuscule damage, but if you use skill you can

do a sequence of attacks, dragon punches, juggles, even super(s) for 20+ hits and big damage. Some players are a bit uncertain how to react to this feature, because some think it is a bit cheesy, but generally most players adapted quickly and think it is fair. (Of course the Custom is blockable at its start and the Custom-using fighter can be countered.) There are many untapped possibilities here, and it's very flexible: You can start the Custom on the way in from a jump, or even two-in-one into it!

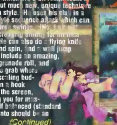


Background personality is crucial, but the winner of the background is the stop there. Now let's talk effects. Mysteriously all missing from the background is one—scrolling, or "warping," which distorts the images and skies of SF. And, better than ever, in almost (but not quite) all the backgrounds, the first stages have three to five layers of background elements. Finally (and this is a shocker) there are previously CFS-1-unavailable, 32-bit color spaces.

As for the line-scrolling, there is a soon-to-happier stage, and many stages to come, with effects such as the swarms which invade Alarma's cave. And there are other things, too, just some of the career, such as the water splashing in Don's bath, decked, decorated, bandaged, and late into the night, slowly, the heavy, drawn back window of an empty

[illegible][illegible]

It's more of an excuse, really, the most important addition to the group. I thought Saturn was obscure, but choosing a Level 4 *Fighting* character who was cast back to SNES was just crazy. But I am not complaining. In fact, Rolento has a few moves which are different from all other *Street Fighter* characters, but most notably, unique taunts which gives him his own style. He has his stoic as a three-swing, Full-Long style's second half attack which can rack up to 11 hits with three swings. He has a move named, *My Caprice*, a interesting move for intimidation. It needs to end.) He can also do a flying kick throw, a super-fast ground spin, and a wild jump attack. His Supers include an amazing, explosive round ground roll, and a pile driver which goes where Rolento's walking line, but he can throw down a hook from the top of the screen, which will send you for massive damage. In enhanced standard quality, Rolento should be an



## SAKURA

Sakura is a 16-year-old Japanese high-school student who once saw Ryu fight and decided that she wanted to be his student, so she mimics his fighting style, with certain moves being better copies than others. She has a super uppercut, fireball and dashing forward kick.



## GEN

Gen is easily the most innovative new character in *Street Fighter Alpha 2*. He's actually two characters in one; by pressing three punches or kicks you can choose between his two totally different fighting styles. His styles' regular attacks, supers, alpha counters and moves are totally different. Gen will clearly take much skill to play.



## ROLENTO

Rolento is the fourth level boss from *Final Fight*. He has a short staff which he uses as his main weapon, as well as throwing knives and, in his throws and supers, grenades. He plays very much like Vega with numerous off-the-wall attacks.



BIRDIE'S STAGE



CUI'S STAGE







TAKUHI'S

# ANIME FAN



## FIGHTING SONIC..?



Sonic has made his Japanese animated debut, to remind us once again how much American cartoons suck. The U.S. Sonic Saturday morning cartoon is long gone (I hope), but it would definitely still be around today if it was as good as its Japanese counterpart. The Japanese Sonic is a rental-only OVA, (the first of hopefully many) so the animation is much cleaner than you could ever expect from a TV show, but the characters' on-screen presence is what makes this Sonic so cool. It's like playing the game, but in anime form. Or something.

Since it's only 27 minutes (part 1 of...?), there's not too much to say about Sonic. Sonic and Tails are out to save the president, who's been kidnapped by arch-villain Dr. Eggman (Robotnik in the US version). So, they run off to Eggworld, fight some minor enemies, fight a boss, meet Knuckles, and then Volume 1's over. It doesn't sound like much, but it's a hell of a trip, and the pace is as fast as Sonic himself. Though Sonic sounds a bit gruff, the voice actors are pretty cool, and the new character, Sarah (the president's daughter), is a nice addition to the cast.

Slim though the possibility is, Sega might one day bring the series here, but until then, enjoy some shots of what a video game-based cartoon should be...

## SONIC THE HEDGEHOG





For some reason, the best anime always seems to be based on really, really stupid things. Like last month's *JRA*, *Giant Robo* is based on low budget action films I'd really rather forget about. But one of the mysterious things about animation is that it can take things that were painfully cheesy as live action, and make them pretty damn cool. *Giant Robo* is the best example of this mysterious force yet.

The *Giant Robo* that gives the series its name is still the lamest part, but the supporting cast of "Experts of Justice" agents are incredibly awesome, in a "this should be a fighting game" sort of way. The character design (handled expertly by Toshiyuki Kubohka, of Sega-CD *Lunar* fame) and animation are top notch, and the action scenes are very well choreographed.

Storyline: In the near future, a new energy source, called the Shizuma drive, is invented. Totally clean and infinitely recyclable, it quickly becomes a world standard. But, in the possession of its inventors is a drive that can reverse the process, and effectively destroy all existing Shizuma drives, leaving the world totally (bad pun coming) powerless (ha). Luckily,

*Giant Robo* is powered by good 'ol environmentally devastating atomic power, and he's the international community's only chance to stop Big Fire, the evil organization behind this nefarious plot.

The translation has its ups and downs. Most of the characters, like Taisoh and that one incredibly French guy, are still pretty cool, but

exchanges like the following (between green-haired commando, Ginrei, and 12-year old *Giant Robo* operator Daisaku) kind of make you wonder:

Ginrei: You're in love, aren't you. [Giggles] I mean, with the Shizuma drive.

Daisaku: [In complete monotone] Yes, I guess I am. It's fascinating. All the batteries disappeared as I grew up. Shizuma's drive is everywhere. Radios. Cars. Airplanes. The recycling process is what I really enjoy.

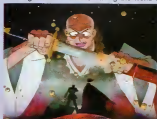
As cool as the rest of the heroes and villains are, I'd really, really like to slap Daisaku.

Though the dialogue's a bit heavy on the cheese, *Giant Robo* actually has a very serious storyline, and some genuinely touching moments. Not to mention that each 45-minute episode has about twice as much action as every other tape covered this month combined. Definitely my action pick of the month.

By Manga Entertainment, volumes 1-4 available now, volume 5 available in March

Dubbed, Volume 1 (2 episodes): \$19.95, Volumes 2-5 (1 episode each): \$14.95

Okay for most audiences, some graphic violence

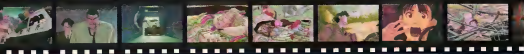


A bit too close..



Giant Robo's Taiso Lunar it's Ron-Fa





Old people. They're boring, they're useless, and let's face it, they're kind of disgusting. This is basically the premise behind Katsuhiro Otomo's newest (well, here, at least) film, *Roujin-Z* (Roujin, meaning old person, pronounced "row," as in, you know, your boat, and "gin," like the drink, unless you're Gene Siskel, in which case it's evidently completely different). If you're expecting *Akira 2*, you're in for a bit of disappointment, but if you're expecting a dark comedy about our treatment of the elderly, you're definitely in luck.

Yes, back to the old people. There sure are a lot of them, and they're kind of a pain, the way that we young-uns have to take care of them, just because they're (technically) responsible for giving us life. Luckily, a massive corporation (whose name I forgot) has a solution: the Z-001. It's a large, robotic bed that cleans, entertains, and monitors the health of your elders, so you can go eat Chestohs and watch WWF, or whatever. Mr. Takazawa, a senile old invalid, is picked to test the machine, despite the objections of his student nurse, Haruko.

Unfortunately, Takazawa isn't too thrilled with his Z-001. He prefers the dignity and human kindness he got from Haruko. And since the Z-001 is programmed to respond to the desires of its occupant, it manages to first infiltrate computer networks

everywhere in an attempt to contact Haruko, and then becomes mobile to follow her home. The corporation sees this as a theft by Haruko, and has her arrested, but it isn't that simple. The Z-001 is an offshoot of a military hardware program, and, under Takazawa's senile command, becomes a dangerous weapon capable of making his desires a reality... and to hell with anyone who gets in the way.

Though there's a very Akira-esque machine vs. machine battle at the end, *Roujin-Z* is actually a dark comedy that both parodies our attitudes about the elderly and subtly tries to make a point about human dignity. Japanese comedies make for pretty tough translations, but US Manga Corps did a surprisingly good job in preserving the satirical tone, and the voice actors (and this is something I don't say too often) actually did pretty good work. Also notable is the soundtrack, which is full of very cool music that I couldn't even begin to describe. Since *Roujin-Z* has received quite a bit of recognition as a theatrical release (and a Siskel & Ebert "pick of the week"), let's hope US Manga Corps considers releasing the soundtrack, too (well, I can dream).

By U.S. Manga Corps, available 4/16/98  
80 minutes, Subtitled version: \$29.95, Dubbed version: 19.95  
Rated PG-13



## CYBERNETICS GUARDIAN



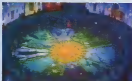
By the creator of *MD Geist* and *Genocyber*, *Cybernetics Guardian* is probably exactly what you expect, cool monster design, a good dose of killing, and a slightly original sci-fi storyline. Our hero is John Stalker, a young man who grew up in the slums of Cyberwood city, an area affectionately known as "Cancer." John disproves the idea that one can never leave Cancer, and joins up with Leyla, a researcher at the Central Guard Company who's charged with the quest of cleaning-up Cancer. She creates a Guard Suit capable of enforcing order within the area, without fear of damage to its pilot.

Enter Adler, another researcher who doesn't care much for Leyla's namby-pamby approach. He creates a "Genocyber Killing Machine," and, as you can probably guess, its main function isn't exactly to sign welfare checks. Adler's very fond of his solution, and tries to sabotage Leyla's entry as she unveils it to the world, and kill its pilot... John. I don't want to spoil what happens next, but rest assured, it's something bad. And thus, the killing ensues.

*CyGuard* has some excellent scenes, a few neat twists, and a physically painful glam metal soundtrack. You've probably seen all of its constituent elements before, but that doesn't make it not worth watching. It's the type of thing you watch with a pizza, a friend, and the intent to just veggie for a while.

By US Manga Corps, available now  
45 minutes, subtitled  
Parental discretion advised (for graphic violence)





Once a year or so, an animated film comes out in Japan that's supposed to, I don't know, soothe the dormant guilt that most anime producers must have from producing a non-stop string of sex & violence films, or something. You can always spot these films a mile away; they're the ones that are sponsored by huge financial institutions and based on stories that were written long before you were born. They're also almost always excellent.

*Night on the Galactic Railroad* is one such film. Originally released in Japanese theaters 10 years ago, and based on a story written in 1927, it's not exactly going to catch the eyes of, say, the *Dominion Tank Police* set. But if you give it a chance, you just might like what you find.

To be honest, it's one of the slowest movies I've ever seen. I spent the first 30 minutes or so grabbing my TV and screaming "CAN'T YOU WALK ANY FASTER!?" at main character Giovanni, who spends the first 30 minutes slowly sauntering about town. But in time, I found myself becoming entranced by *Night's* dream-like mood. Although a film about fuzzy cats with Italian names riding a train through the cosmos sounds pretty juvenile, literally over scene has a palpably eerie, vaguely disturbing tone. It really is just like a dream, the kind where nothing really scary's happening, but you're always on edge 'cause you don't yet understand the rules of the dream's reality. The eerie soundtrack and the quality animation coupled with the blueness of everything (I don't even want to think about how many tanker trucks full of blue paint it took to make this) only compound this feeling. In an odd sort of way, it reminded me a lot of the computer game, *Gadget*.

Though it's light on action, *Night* is incredibly well written and its calm yet spooky pace is definitely something to experience. Not exactly what you'd expect from Gaisaburo Sugii (the director of the *Street Fighter* if anime, believe it or not), but if you can overlook the slow pace, this is something that's definitely worth a chance.

By Central Park Media, available 4/2/96  
115 minutes, subtitled, \$29.95  
Fine for all audiences

## NIGHT ON THE GALACTIC RAILROAD



### Other highlights:

*Guyver* (left), is considered by many to be one of the mech classics, when it was released by someone or other a few years ago. Now, Manga Entertainment has slapped a fresh coat of paint on it and is re-releasing all 12 episodes with new dubbing, new music, and some incredible new cover art. The first episode hit stores on February 27th, and new ones are being released every 3 weeks.

Also coming at the end of February is A.D. Vision's *GunsN' Cats* (middle), Vol. 1, available dubbed or subtitled, on tape or laserdisc. It's the new one by Kenichi Sonoda (who brought us *Bubblegum Crisis* and *Riding Bear*, and that's a pretty darn good resume...), and it's already available here as a Dark Horse comic.

A.D. Vision is also releasing a special edition tape with an extra 40-minute "making of" bit.

Manga  
Entertainment's  
*Bounty Dog*  
(right) is a 45  
minute

OVA about private investigators mixed up in an eons-old alien affair on our newly colonized moon. Look for it March 19th.

Clearly, you've got plenty to keep you busy... See you next month!





Welcome to Other Stuff. On with the show.

### A problem Sam Tramiel wishes he had!

As we all know, Nintendo has delayed their 64-bit system yet again. From what we hear, there are two reasons for this: Reason #1 is what Nintendo considers a supply and demand "problem." You see, Nintendo has just now discovered that many hungry consumers out there are just itching to buy the N64. How many consumers? An estimated 3.1 million gamers will buy an N64 by the end of 1996 in Japan alone, according to Nintendo. Currently, only around 220,000 N64's have been manufactured to date and (surprise) this isn't enough units to supply both Japan and North America in April. Nintendo apparently wants to avoid repeating the supply fiasco of 1991 when they released the 16-bit Super Famicom (SNES) in Japan. At the Super Famicom's release date, Nintendo sold their entire allotment (around 350,000 units) within hours. Demand was so high, grocery retailers charged top dollar for the units, costing Nintendo billions of yen. Had more units been available, that gouge money would have gone directly to Nintendo. This time around, Nintendo wants to provide ample supply for the Japanese market, and to do that, they sacrificed the April '96 North American release date. That's all time and dandy, but we now hear the N64 is going to be delayed YET AGAIN, only this time in Japan, which brings us to reason #2... Mario 64!... From what we hear, N64 won't be ready in time for the April 21 release date. Officially, the 4/21/96 release date still stands... but uh... don't be surprised if that slips to, say, Sunday June 2nd, 1996. Nintendo is

rumored to be "allowing" a 4,000 Yen (\$40.00) deposit on April 21st, so Japanese gamers can reserve their N64 in advance... no comment...

### Nintendo's E3 lineup

NDA is currently gearing up for the rapidly approaching E3 Show in LA. N64 games on display include: *Killer Instinct 64*, *Super*

*Mario 64*, *PilotWings 64*, *Wave Race 64*, *Cruis'n USA*, *Doom*, *FIFA Soccer*, *Super Mario Kart R*, *Goldeneye*, *Shadows of the Empire*, *Bugsy Boogie*, *Body Harvest*, *Blind Daze* and an unknown puzzle game by Nintendo. For the SNES, *Donkey Kong Country 3*, *FX Skating*, *Ken Griffey Junior*, *Kl 2*, and *Kirby Dairu* are all possible candidates. We also hear that Capcom will be showing a 40 meg version of *Street Fighter Alpha* for the SNES.

### Dad news for the road

In a recent round table with GF staff (DH and JP), Howard Lincoln, President of Nintendo of America, hinted towards a few upcoming N64 titles. He said that *Kid Icarus 64* (joy) and *Metroid 64* (big joy) will both be available for N64 (when, he didn't specify) and that Rare is working on a Bulky Drive action game, due out in late 1997. Williams also has more N64 games down the pipeline. *War Gods*, the upcoming 3-D coin-op fighter is one candidate, *Cruis'n The World* (sequel to *Cruis'n USA*) is another. Other N64 titles to watch out for include: *Ultra Mortal Kombat*, *Robbedron 3-D*, and also an unnamed off-road driving game. Koami is rumored to be showing a golf game and a soccer game for the N64 at the 1996 Shoshinkai show in August... how depressing. Where's *Castlemania* and *Contra*. Konami... Sports?

### The 601 bit, 64MB, 64-bit, or 64 shadows

Matsushita's (gesundheit!) 64-bit M2 console inches closer to reality. The Japanese release date is being hinted as "a fall 1996 launch" and America is expected to receive the M2 sometime in early '97 or perhaps as soon as late '96. In hard-were news, the M2 is now said to include a whopping 8 megabytes of

RAM and utilize a quad-speed CD drive. The damn-it-this-thing-expensive-to-manufacture unit will retail at \$299 with a pack-in game included... In the meantime, Matsushita has just scored a major coup by officially signing on Koami of Japan as a developer. Koami is hard at work on a 3-D fighting game which will debut first on an arcade M2 board, late in 1996, and then on the home console at a later date. Perhaps even more significant is that Capcom is also rumored to be an M2 developer. We don't know exactly what game(s) Capcom plans to release on the M2, but considering the major-league rival Capcom is on lately (*SFA*, *SFA 2*, *D&D 2*, *Marvel Super Heroes*, and *Night Warriors*, to name a few) how bad could it be? Think about it... With those two major developers in their back pockets, "the company with too much money" now has Square and Enix in their cross-hairs. Hearing news that there may be trouble in Nintendo paradise, Matsushita is rumored to be tripping over themselves, scrambling to shove as much cash as possible into the taxes of Square and Enix, trying to convince them that the water is much warmer in M2 land.

### Sega's DVD Saturn Set For 1997

Insiders at Sega have confirmed that they are working on a 64-bit machine which is Saturn based and will incorporate DVD technology. Not many details are known about the project, but we are inclined to believe that the console in question will be based on Matsushita's M2 chipset. Sega has made a huge investment of time, money and company pride on the Saturn and they are making certain that this 64-bit project is backwards compatible with their current hardware. Matsushita shares Sega's philosophy of backwards compatibility and are guaranteeing that the M2 will work on the 32-bit 300 as well. One then, has to wonder how Sega and Matsushita are going to pull off: A) designing an M2 chipset that will not only play Saturn and M2 games, but also accelerate a Saturn up to full M2 status, B) not further confusing the loyal Sega consumer by offering them a game system that could potentially play up to FIVE different formats (32-bit Saturn games, 32-bit 300 games, 64-bit M2 CD games, 64-bit M2 DVD games AND DVD movies... ey!), and C) designing the Einstein of operating systems - one that can quickly and efficiently identify and differentiate 5 different formats on

the fly... a daunting task. The one saving grace of this whole deal is that we're talking about Sega and Matsushita here. Individually, these two companies can make the impossible a reality. Together, Sega and Matsushita could make history. As we said before in DS, Sega is not only working on this project, but others as well. And Matsushita? If their dream team consisted of Capcom, Koami, Enix, Square, and (gulp) Sega, all in one neat M2 package, they could be a force to be reckoned with... to say the least.

### Sony's mascot finally a reality?

Last month in DS we mentioned an action game for the Play Station developed by Naughty Dog. The name has been changed from *Willy Wonka* to *Crash Bandicoot*. Sony Computer Entertainment recently obtained the rights to *Crash Bandicoot* from Universal Interactive, and is now considering CB as a potential PSX mascot. As we said before, the CB project is being programmed by Naughty Dog and headed up by Producer/Director David Siller, creator of *Aero the Acrobat* parts 1 & 2. *Crash Bandicoot* is a Mario 64-ish 3-D action game and is scheduled to be released in October.

### Shony Stuff

David Perry and co. have offered a few details concerning their latest title: *MDK: Murder, Death, Kill*. Due out later this year, MDK is set to debut on the PC. MDK is a 3-D sci-fi action/shooting game and is said to be ultra-violent. Complex 3-D environments and a dark, evil, futuristic mood separates MDK from the rest of the next-generation pack. A PlayStation version is on tap for a '97 release and an M2 version is also a possibility. But what's this about pizza?

### Sonic... unemployed?

I doubt it, but rumors are circulating in Japan of a supposed replacement. That's right, the little hedgehog responsible for putting Sega on top (with a little help from Tom of course) could be replaced. So what is this mystery game based on? All we can figure is that Sega may have their sights on a tad older user for their 32-bit system and upcoming (and inevitable) 64. That is, if the rumor's true. Regardless, Sonic is on a roll once again with three games currently in development: *Knights Sonic*, an STI-developed 3-D Sonic, and a yet-unseen SDJ Sonic. We'll keep you posted...

## PLAYSTATION CHIEF EXITS

After only four months as president of Sony Computer Entertainment, Marty Homlish is leaving that post to return to Sony Electronics. Sony Computer Entertainment is Sony's marketing and distribution arm for the 32-bit PlayStation.

Homlish, who ascended to the president's position in October (taking over the position from Dlaf Dlatlson who in turn snatched the job away from Steve Race), will be involved in two new business ventures at Sony Electronics. A company spokesman said he (Homlish) left SCE because he wanted to continue living on the East coast, rather than relocating to the northern California community of Foster City, where the PlayStation division is headquartered.

Shigeo Maruyama will succeed Homlish at Sony Computer Entertainment. Maruyama is currently serving as vice president of Sony Computer Entertainment Japan.

## ATARI CORP. LAUNCHES NEW DIVISION FOR PC MARKET



Atari Corp. is launching a new division to make and distribute game software for personal computers which are estimated to be in 10 million US homes.

The new unit, called Atari Interactive, will tap into its library of game titles and adapt them to run on today's high-powered PC models. Atari will update games, which include *Pac Man* and *Asteroids*, with three-dimensional graphics and stereo sound.

## KONAMI & MITSUBISHI JOINTLY DEVELOP MOTHERBOARD FOR ARCADE MACHINES



Konami Co. Ltd. and Matsushita Electric Industrial Co., will jointly develop a new 64-bit mother board for video game machines used in amusement arcades. The motherboard will be released with Konami-related game software by the end of 1996. Konami plans to adopt Matsushita's 64-bit M2 system to develop action video game software using three-dimensional computer graphics. The price of the motherboard will be under \$2,000. Konami will supply 5,000-10,000 boards for each software title to amusement arcades worldwide. Konami expects total annual profits to expand \$20 million or more as a result of the new product. Although Konami also develops motherboards, it decided to use Matsushita's M2 motherboard for 3-D computer graphics to cut development costs. Matsushita has already announced a plan to apply 64-bit graphic processing technology in a wide number of areas, including arcade games and personal computers.

## GOLDSTAR HALTS 3DD PRODUCTION

LG Goldstar Corporation has made the decision to discontinue manufacture of the US version of its 32-bit 3DD game console. The company has sufficient inventories relative to its foreseeable product life cycle and will continue to support current systems in the US market. Goldstar is also expected to support the 3DD business in

Europe, Korea, and the rest of the world (South America, Africa, China). When asked if Goldstar would consider licensing the 64-bit M2, company officials stated, "Goldstar is still in negotiations with Matsushita regarding the M2 technology..."

## ACCLAIM ENTERS COIN-OP MARKET

Acclaim Entertainment, Inc. announced that an arcade version of *Batman Forever* will be hitting arcades soon. This is the company's first venture into the coin-op market and will also be the debut of their proprietary RAX audio technology. RAX audio technology is a high-fidelity, low data-rate software compression technology that allows programmers to include virtually any sound or soundtrack without translating or reprogramming and can play up to 12 random audio tracks simultaneously. Acclaim describes the game as "a one or two-player fighting game in which players may select either Batman or Robin as they venture through the Gotham City's underworld in an attempt to prevent Two-Face and the Riddler from taking over the city." Look for the game in an arcade near you in March.

## UBI SOFT OFFERS RAYMAN DEMO DISC

Ubi Soft Entertainment is offering Saturn and PlayStation owners the opportunity to "try before they buy." A preview CD of *Rayman*, which includes a playable version of the first world of the game, will be available for \$5.95. Also included is a \$5 rebate coupon for those who decide to purchase the complete game. The

decision to create the demo disk was made due to the overwhelming number of requests on Ubi Soft's web site (<http://www.ubisoft.com>) for downloadable demos. Demo disks are common practice in the PC market and Ubi Soft's Carrie Tice feels that "this is a logical step for these Next Generation systems."

## NINTENDO URGES TRADE ACTION TO END VIDEO GAME PIRACY

Nintendo of America Inc. urged U.S. Trade Representative Mickey Kantor to take action against China, Taiwan, Hong Kong, and 4 Latin American countries that have failed to end the rampant counterfeiting of Nintendo video game products. Nintendo estimated it lost more than \$1.3 billion in sales to piracy in 1995 alone.

More than 75 U.S. companies that create, license and sell Nintendo game products joined Nintendo in making the recommendations tied under the trademarks and other intellectual property.

Nintendo and its publishers have waged an aggressive campaign against video game counterfeiting for more than a decade. They have worked with the U.S. Customs Service and with customs officials and law enforcement authorities in Western Europe, Latin America, the Middle East, and Asia to combat counterfeiting. Nintendo also has brought legal actions against hundreds of video game counterfeiters in more than 30 countries. This latest action marks Nintendo's long-term dedication towards halting the illegal sales of counterfeited games.

by E. Storm



Random Access



# EARTHWORM JIM GROOVY GIVEAWAY WINNERS



**Congratulations to all the winners of the Earthworm Jim Groovy Giveaway Contest. All the art was incredible and we appreciate all the entries. Wish we had more room to show them all!**

## GRAND PRIZE WINNER!

It was a tough call, but Jennifer Seng of Westborough, Massachusetts, with her Udderly-infested SD Barney collage, walked away with the grand prize of an original EWJ animation cell from the EWJ cartoon series.



## 1ST-PRIZE WINNERS!

**Congratulations to these lucky three, who go home with a low numbered EWJ action figure set.**



Phil Bailey of Paterson, New Jersey and his "Handbag from Heck" housewife.



Damien Payne of Hampton, Virginia opened up one scary can of worms.



Jon Allegrezza of Winter Park, Florida and a frighteningly realistic view of the video game corporate world.

## 2ND PRIZE WINNERS!

**Our 10 second prize winners get a Earthworm Jim handheld cartridge for Game Gear or Game Boy.**



Aaron Phelps  
Chico, CA



John Slack  
Crozet, VA



Carl Johnson  
Westwego, LA



Addison Yip  
San Francisco, CA



Paul Beck  
Florissant, MO



Christine Chugon  
Poway, CA



Dale Stearns  
Dorsey, IL



Jose Escalante  
Pacifica, CA



Raymond Arroyos  
El Paso, TX



Hong Li  
Brooklyn, NY



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**The Slayers** *subtitled or  
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